

MILE HIGH ATARI MAGAZINE



SEPTEMBER ISSUE

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MILE HIGH ATARI
P.O. BOX 24064
DENVER, CO 80224

BULK RATE
U.S. POSTAGE
PAID
PERMIT 3417
DENVER CO

San Leandro Computer Club
P. O. Box 1506
San Leandro, CA 94577-0152

Address Correction Requested

Buzzword
by Paul Granchelli
THE BUZZWORD GAME CO., INC.
P.O. Box 440747
Aurora, CO 80044
48K Disk \$39.95

Supplementing the game are cards similar to those of trivia games. Those give a more complete description of the category, such as "No Nutrition" (things, other than food, that people put in their mouths). We especially enjoyed the category "Buzzword Connection," featuring words with a given prefix. This was often difficult, since the prefix *sea* might contain the words *seahorse* and *search*.

The object of the game is to guess words, earn points and win with the highest score. A pot builds, and there's a bonus round—familiar scoring fixtures from game shows. Do you try to guess just one more word—and risk missing, giving the pot to your opponent—or should you pass and collect a slightly smaller pot? Like most great games, there are more than enough opportunities for strategy.

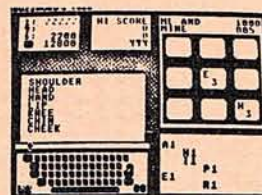
The screen is set up nicely, with clues and letter distribution displayed on the right, and scoring data on the upper left of the screen. The bottom left contains an animated typewriter, on which guessed words are printed. While the display may not have the highest quality graphics I've ever seen, it is legible—and, in a word game, that's very important. All control is through the keyboard; your team's best typist should input the answers. After typing in the card number, clues (if any) are displayed, and you begin guessing words.

As for difficulty—the game is tough. There are enough words in each category to keep it interesting for quite a few plays. The introductory package contains 200 cards. If the game is a success, I'm sure more will be issued. And the game will be a success—if enough people talk about it. **Buzzword** is a fun game, and a good vocabulary-building tool.

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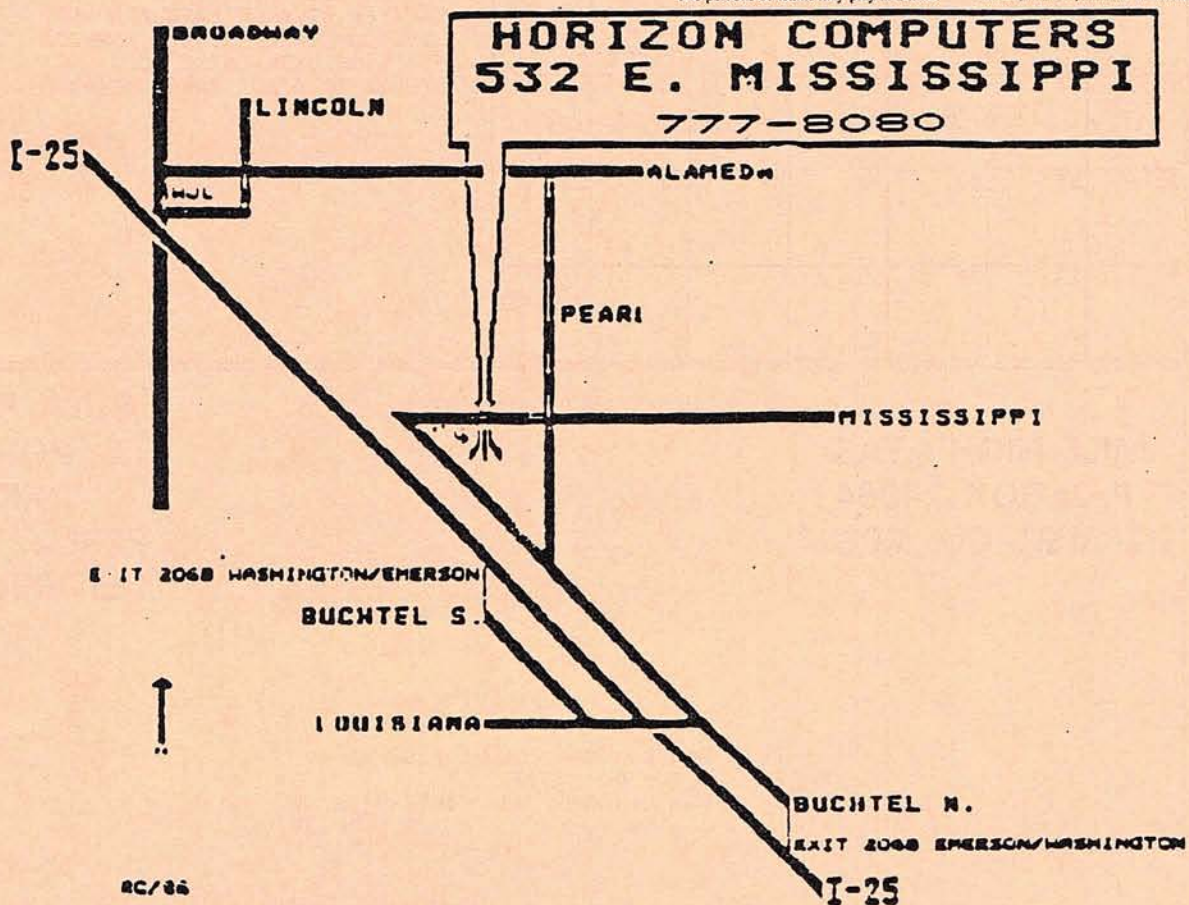
Because of my *occasional* ruthless nature, games aren't always voluntarily made available for my reviews. Fortunately for consumers, I can root most of these out, and sometimes the search itself has the beneficial side effect of increasing the intensity of my scrutiny.

This month, I received a game with a letter expressing trepidation at the prospect of allowing me to sink my fangs into it. It's a trivia game, **Buzzword**. If the manufacturers knew how much I hate trivia games, they'd never have sent it. That would have been a crime, since I would never have obtained it myself—despite my prejudice, I must give it a thumbs-up.



Buzzword/ATARI ST Screen

The game is less a trivia game than a computerization of the old TV game show *Family Feud*. Given a category, one or two players try to guess words formed from letters displayed in a distribution pool. Additional clues are possible, such as the first letter of a word and/or the number of letters in the word. The three difficulty levels force you to guess at everything from common words to obscure slang, and one or two persons or teams may play at a time.



WE STILL OFFER CLUB DISCOUNTS

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ATARI CLUB OF DENVER

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NEWSLETTER EDITOR	TOM IOWA	699-8647

CLUB MEETING

The Atari Club of Denver meeting is held on the first Tuesday of the month at the Aurora Public Library, located at 14949 E. Alameda at 7:00 p.m.

ATARI COMPUTER CLUB OF DENVER is an independent computer club and user group not connected with the Atari Corporation or any other commercial organization. This is a non-profit organization strictly for the support of Atari computer users by Atari computer users. Use of the name ATARI or any other trademark is only for reference to that product.

The MILE HIGH ATARI MAGAZINE is the official newsletter of STARFLEET ATARI USER GROUP and is published monthly in cooperation with the ATARI CLUB OF DENVER. Original material in the MILE HIGH ATARI MAGAZINE may be reprinted, provided that MILE HIGH ATARI MAGAZINE and the author, if known, are given. Material from other clubs may not be reprinted without their permission.

STIG

The ST INTEREST GROUP meets at the Hampden Library at 9755 E. Girard Ave at 7:00 p.m. on the third Tuesday of the month. Contact Ed Fason for more information at 371-6614.

Membership to Starfleet Users Group has many advantages. One is access to the club's software library another not so well known one is access to the club's hardcopy library.

A few months ago I became the hardcopy librarian. After sorting through the newsletters, books, and magazines, I am ready to allow these to be checked out. Included in the library are newsletters from about 60 clubs, back issues of our newsletter, 24 books, and 3 copies on one issue (Vol. 5 No. 5) of Home Computer Magazine.

A listing of the books and number of copies follows: (1) Atari 130 XE Owners Manual (1) Atari Assembler (The) (1) Atari Dos 2.5:1050 Disk drive Owners Manual (1) Atari Games and Recreations (2) Atari Pilot for Beginners (2) Atari Sound and Graphics (2) Basic Exercises for the Atari (2) Compute!'s First Book of Atari (1) Compute!'s First Book of Atari Graphics (1) Discover Forth (1) Don't (or How to Care for Your Computer) (2) Every Kid's First Book of Robots and Computers (1) Kids and the Atari (1) mapping the Atari (2) Some Common Basic Programs Atari Edition (1) Visicalc Book Atari Edition (The) (1) Visicalc Home and Office Companion (2) Your Atari Computer

In order to checkout a book, newsletter or magazine, Call me before a meeting or see me at a meeting. I will bring the requested material to the next meeting. The period of loan is for one month. There may be a deposit required.

Any donations of books or magazines to the club library would be appreciated.

Thomas Oughton 466-6344 home phone.

STARFLEET ATARI USER GROUP

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LIBRARIAN	NANCY ANDERSEN	451-5892
NEWSLETTER EDITOR	DAVE LLOYD	457-0320

The Officers/Directors meeting is held on the Monday preceding each regular meeting at Denny's Restaurant, 3600 Fox St. (north end of 23rd St. viaduct) at 7:00 pm.

CLUB MEETING

STARFLEET meets on the 2nd Friday of the month at Pomona High School, 8101 Pomona Drive, just west of 82nd and Wadsworth at 7:00 p.m.

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Here's an add that I ran across from the "Performance Bicycle Shop" fall 1987 catalog. The back cover shows a person working out on a trainer bike positioned in front of a TV set with an Atari 130XE and 1050 drive. The TV is displaying a track showing the current position of the biker, along with other stats. The program is called "VideoVelodrome" By Performance 1986-1987 Illusion Software. It uses a standard magnet and sensor pickup that is plugged into the joystick port. Several categories are used, Individual Pursuit, Kilometer, Team Time Trial & Hour Record Competitions. Well I wonder if I can connect it to my exercise bike? If there is any bikers out there that may be interested contact: Performance Bicycle Shop, P.O. Box 2741, Chapel Hill, N.C. 27514, 1-800-334-5471, Oh by the way it lists for \$49.95.

Inter-Office Memo: A DAY OFF..

From: Management
To: All

So you want the day off. Let's take a look at what you are asking for. There are 365 days per year available for work. There are 52 weeks per year in which you already have two days off per week, leaving 261 days available for work. Since you spend 16 hours each day away from work, you have used up 170 days, leaving only 91 days available. You spend 30 minutes each day on coffee break that accounts for 23 days each year, leaving only 68 days available. With a one hour lunch period each day, you have used up another 46 days, leaving only 22 days available for work. You normally spend 2 days per year on sick leave. This leaves you only 20 days available for work. We are off 5 holidays per year, so your available working time is down to 15 days. We generously give you 14 days vacation per year which leaves only 1 day available for work, and I'll be damned if your going to take that day off!!!

Management

Federated Atari ST Enthusiasts Regrouping
 Montreal, Canada
 (BBS-(514)489-0680)
 (514)489-3489

Review by Stephane Lavoisard
 (ST Magazine - Issue #10)

Edited and translated by Andre Lafreniere
 and Alain Plouffe from FaSTer.

"Star Trek"

Star Trek was certainly, with Dungeon Master, the most awaited game since with every new computer show, we could observe a new pre-release version. We've finally received it, surrounded by rumours claiming that this was the software of the 1990s. It's thus with excusable eagerness that I threw myself on this program and I might as well tell you that after I started playing, I found it difficult to stop long enough to write this article.

First, the authors have had the excellent idea not to base their scenario on either the films or the series. Hence, it's an original scenario to which they treated us. Since a while back, numerous spaceships are mysteriously disappearing in a certain part of the universe. The Federation has mandated you to go with the Enterprise to resolve this affair. The loading of the program is such that one gets impatient to see the game. Effectively, after only a few seconds, the digitized voice of Captain Kirk sounds: "Space, the final frontier", accompanied with the familiar sound effects, which are followed by the theme (not digitized this time, because this little folly grabs a lot of memory). Might as well tell you that you'll be thoroughly seduced by this grand presentation, accompanied by a superb rendition of the ship. At last, the main game screen appears.

This one is composed of one large display surrounded on two sides with seven smaller screens. The main screen is the flight deck of the Enterprise, digitized for sure, and all the actors of the series are present. If you click on single individuals, their picture appears in the main screen along with the actions he or she is able to accomplish. If the main screen is in one of the mini-screens, all you need to do to bring it back to the main display is to click on it. As you've probably understood, this game is played with the mouse only, which speeds it up and makes access to your information easy.

I click on Sulu, who is the navigator. Three control panels are at his disposition. First, you have the general layout of the area, represented as a spinning 3-D universe which makes it very realistic. You may obtain a zoom view on the regional zone, and even the local area. You only need to click on a solar system to obtain its name and distance. If you then click on Spock, he will indicate if a system is Romulan, Klingon, or Federation. Click again on Sulu to indicate the cruising speed you want.

I chose to navigate at Warp 10, the maximum speed. After a few moments, the digitized voice of Scotty reminds me: "We must slow down or otherwise the ship will disintegrate!". I thus slow down to Warp 8. I arrive in the Zuner solar system, containing 6 planets. I click on a planet in the view of the system obtained by Sulu, and then on Spock to find out what we can expect here. A digitized voice informs me that a message has just been received. I click on Uhura, who tells me that there is a fleet of over 1000 ennemy ships in the galaxy. Since Zuner is controlled by the Federation, I am almost assured not to make any unfriendly encounters. On Zuner I, an energy station can be found which recharges my

energy for navigating between the interior planets of the system. Zuner IV is a repair station which might come in handy if the vessel is attacked. Lastly, Spock informs me that Zuner IV supports life forms. On the Zuner system plan given by Sulu, I click on Zuner IV to get there at full impulse power.

After a few seconds, a beautiful picture of the Enterprise in orbit appears along with a message from Sulu. I click on Scotty who indicates the remaining amount of Warp energy for travelling between systems, and the level of impulse power for travel within systems. Time to click on Kirk, which advises me to teleport 6 or 7 members of the crew on the planet's surface. (Ed: do I need to mention that you have to be somewhat familiar with the series to understand?). The choice is up to you. You'll rapidly discover that having only one person on a planet is near useless. Also select among the equipment found on other planets the one which you will need and then teleport your personnel. The digitized sound of the teleportation is amazing (Ed: Woosh!).

Then is the planet surface exploration phase, a primordial aspect of the game, but not with such elaborate graphics as the other parts. The faces of the six crew members are represented along with the object or the person in front of you in wireframe form. According to the nature of the object blocking your way (door, robot, security bomb, etc...) each person suggests a different solution. The doctor often wants to get closer, while Spock will rather use logic, Kirk will often look for hidden mechanisms and Sulu proposes to destroy everything. You're the one choosing an appropriate course of actions. If this works, no problem; you move ahead and get to the following obstacle. If it doesn't work, nothing might happen, or your crew members might be wounded. Teleport yourself back on the Enterprise and click on the doctor who will heal the crew, as indicated with a life bar under the person's figure.

Back on the planet, continue until you find an interesting object. Spock often knows what to use it for and you can take it for someone's use or teleport it aboard. Some objects can be used against doors, robots or bombs while others can be installed aboard the ship to increase its resistance, its weapons, etc... It's equally possible to meet on these planets superior races, often friendly, but sometimes dangerous. In this case, it's the way to communicate that you have to select. The doctor offers to simply dialogue, while Spock prefers ESP, and Kirk is often menacing. Most often, the alien will reveal the location of a useful object.

A new message from the Federation makes me more aware of my ultimate goal, because roaming aimlessly around the universe is not too productive. It's right then that the red alert sounds. I click on the main deck and turn off the alarmree Klingon vessels. I select the phasers, and click on one of the points on the radar. This puts me in battle mode. The ennemy ship in wireframe representation heads towards me. You manoeuvre a red circle which diminishes in size as the other ship comes closer. (Ed: we have unfortunately attempted an experience: the author of this review played the game and gave his impressions vocally as we were faithfully writing down every word. Honesty forces us to admit that the poor fellow at this point had his eyeballs bulging out of his head, tongue hanging out, foaming at the mouth and for a while, his brick-red complexion made us fear the worst. He came out of it ok though).

You must click on the ennemy ship in such a way as to center the firing circle. When you click on the fire button, a shot lands arbitrarily somewhere inside this circle. You will then understand that the circle needs to be as small as possible if you really wish to hit your opponent. After two

ZMAG ATARI NEWS UPDATE

The Mega ST and the SX212 modem are at the last step before arriving. We have received pre-production samples. These are the first units off the line with all the same components, packaging, and production techniques as the real thing. We get a small number of these to test and make sure there are no last-minute glitches. When we give the go-ahead, the next step is real production.

The Atari PC is looking likely for later this Summer. The XEP-80 (for the 8-bits) is waiting on one part which turned out to have an incredibly long lead time on orders -- once we have the part we'll turn these around ASAP. The SLM804 Laser Printer is waiting on one final component also, as well as the final version of the software drivers that support it. New software from Atari includes the first titles in the Arrakis Advantage series of middle-school-level educational programs. There will be 17 in total, of which 4 have hit the stores already and the rest are in various stages of finalization.

Shortly after the SX212 modem hits, we will release an add-on package for 8-bit owners which is to contain an SIO cable and the program SX EXPRESS by Keith Ledbetter, as well as the new handler file. Of course, SX212 owners with the 8-bits can also use it through the 850 interface using existing terminal programs set up for Hayes-compatible modems.

The blitter chip is working and is in the pre-production Mega ST's mentioned above. The AMY chip is still in development, and may still see the light of day -- some day. AMY is a stubborn beast.

Speaking of stubborn, Microsoft Write is also still in development. Nearly finished now, too, although a few small bugs remain to be expunged.

SHOW NEWS: Atari made history by becoming the first computer manufacturer to exhibit at NAMM, the National Association of Music Merchants show in Chicago. The ST was present throughout the show in virtually every booth where there were MIDI instruments. Atari sales people at the show were beseeched by music dealers eager to sign up as Atari dealers. By the time this 4-day event was over, there were literally hundreds of dealer applications waiting to be approved. Before NAMM, Atari had 50 music stores as dealers -- it looks like there will be 250 when the new dealers are selected.

In other news from NAMM, Keyboard magazine announced the results of its latest reader survey. The Atari ST computer has rocketed into the #1 slot in the vital "Intent-to-buy" category ahead of perennial leader Macintosh! The word in Atari HQ is "Today MIDI -- tomorrow, Desktop Publishing!"

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ZMAG LATE BREAKING NEWS

OSS MAC/65

Just got the notice on GENie that OSS will stop ALL shipments of the MAC/65 ROM on August 1, 1987. No explanation, but there it is. Also, OSS is offering a deal for all Atari User Group members as follows:

Get:

MAC/65 cart
All needed DOCs
Tool Kit Disk

For \$45 + \$3<S&H>

To order, send check/money order/Visa #/MC # _AND_ PROOF OF USER GROUP MEMBERSHIP to:

OSS, Inc.
1221-B Kentwood Ave.
San Jose, CA 95129

All orders must be received before July 31, 1987 to be honored. Information taken from a message by Marty Albert on "The Express" choo choo BBS in Missouri

TOS ROMS -- BLITTER VERSION

The 1987 revision of TOS is scheduled for release in conjunction with the new "blitter" chip. The new TOS has been upgraded to include support for the hardware blit as well as retaining the software blit functions for full compatibility with older software which relies on hardware timing (a definite no-no).

Changes in the new ROMs are:

RS232: The RS232 handler has been completely rewritten. RTS/CTS handshaking now works. Baud rates 50 and 75 now work.

CLOCK: Support is now included for the Mega ST's built-in, battery-backed-up realtime clock. The realtime clock is automatically used by the XBIOS gettime and settime functions for the IKBD. The GEMDOS clock is reset from the realtime clock at the termination of every program.

STARTUP: Memory clear at system startup is much faster, improving performance on multi-megabyte systems.

DESKTOP: The desktop now includes a control for deactivating/activating the blitter chip. Also, the Save Desktop and Print Screen selections will request confirmation. Spurious characters are no longer written to the DESKTOP.INF file. Doing a PRINT or SHOW from the desktop will now display characters with ASCII codes above 127. SHOW and PRINT use a larger buffer now. Single drive copies now require fewer disk swaps.

CART: Cartridge handling has been revised, eliminating the need for "CARTSTART" code and allowing .TOS and .TTP programs. Lower case letters will now be accepted and passed to an application from the "Open Application ... Parameter" box.

AES: The AES will now send repeat clicks if the mouse button is held down on the arrow or page controls of a window, which lets a window smooth scroll. The AES underscore bug is now fixed. APPL_TPLAY and APPL_TRECORD now work. The limit of 30 characters on a line in an alert box is now rigidly enforced.

MOUSE: The mouse redraw can now be set to XOR mode. The system will return after a single click if this is what was requested.

DMA: The DMA bus can now have more than one device attached at powerup time, without any special software.

FLOPPY: The floppy read/write code checks for more errors now. In prior versions, the system would not report a CRC error under certain circumstances; now it will. This hurts some copy protection schemes. The format of the floppy disk has been skewed from track to track to improve disk speed; the XBIOS supports this by using -1 for the skew value and placing a pointer to a one word per sector skew table in the previously unused longword.

VDI: The VDI will now draw arcs with small angles.

BIOS: Character out routines are much faster.

BLITTER: Automatic blitter chip support is included in line-A and VDI calls. The extended inquire will report a larger performance factor than before, allowing applications to check for the presence of the blitter. A new XBIOS call has been added to check for the blitter and to activate or deactivate it. The blit is not reentrant -- line-A and VDI should not be called from within an interrupt.

REGISTER: The registers D0, D1, D2, A0, A1, A2 have always been forfeit when a trap call was made. Now the demise of these occurs under more conditions than before.

MEMORY: Slightly more RAM is used by the system. Programs that were close to the edge on a 520ST may no longer fit.

VARIABLE: Most undocumented system variables have been moved. You were warned!

NOTES AND WARNINGS:

1. Some programs depend on the OS always being at \$FC0000. This is *not* cast in stone and will probably change soon. To find the OS header, use the pointer "sysbase" as documented.

2. The 4 megabyte ST puts the screen near the end of accessible RAM. Sloppy programs that have been writing past the end of the screen will give bus errors if they do so on the 4 meg ST.

THE ATARI CLUB OF DENVER

AUGUST 1987 MONTHLY MINUTES

NIGHTMARE ON ALAMEDA STREET PART 2: CHESTER'S REVENGE!

by Tommy E Thomas II

An excerpt from the 6 o'clock news:

"...and despite all attempts to locate and apprehend the half nude man known as the "Chainsaw Atarian", the suspect still remains at large..."

A mound of freshly piled earth shifted for a brief second as lightning flashed through the night and the echo's of it's thunder faded. A deep moaning sound issued forth from the slab of granite standing at the head of the grave, urgently increasing furiously with each passing moment. Then, as if a stage direction from Hell, lightning struck the head stone, splitting it in half and totally erasing any clue as to the owner. The stone burned bright blue and frightening shadows danced a ballet of horror. Then, as though a child had received a long wished for toy at Christmas, a gleeful laugh echoed from out of the grave. A deep rumbling sound shattered the stillness of the graveyard. The earth from the grave suddenly erupted upward in an explosive geyser and in the same moment, as if on an elevator straight from Hell, a standing shadow figure rose from the grave. The figure raised his arms to the sky as though in defying the world and as if the challenge was accepted, lightning struck the grave stone again, sending shards of stone everywhere. In that brief flash, details of the shadow figure became all too clear. Fire red eyes behind a cracked white goal tender's mask. A chainsaw dripping unspeakable gore in his right hand. Long curved metal blades extended from the his fingers on the left hand, opening and closing as if they were mandibles of a giant spider preparing to feast on the life's blood of a helpless victim. The stench of a long dead corpse mixed with the fumes from the chainsaw's brimstone fuel. Dried blood stains from numerous screaming victims were worn like armor on his torn Atari Dig-Dug T-shirt. The figure now seemed to float towards the main gates of the graveyard and it began to rain again. The gates, old and rusty with age, were torn open by a supernatural force, ripping them from their hinges like leaves in....

"Huh....Snort....What the.... Dig-Dug T-shirt????....Oh, heck!....Got to stop working those double shifts." Ten to one that Dairy Queen foot long hot dog with everything, including the kitchen sink, and washed down with an Oreo/Butterfinger Blizzard didn't help much either. Oh well, I'm up now. Might as well write about another nightmare I had. The minutes from the last club meeting (Shudder). Wonder what they due to me if I just wrote, "7:00, 7:01, 7:02, 7:03, 7:04, 7:05, etc...." Probably beat me to death with a wet floppy disk or format over all my text adventures (Gasp). Well here we go...

Despite all the attempts to confuse me by changing conference rooms, and Chester's attempt to discourage me by telling me that he had to work and I had just volunteered to run this month's meeting, I made it. I had picked up the monitor and the club's new 130xe earlier and with these and the Antic and Analog magazine disks, demo programs, and an eight year old daughter in tow, I strained my way to the meeting. I then began to set up the new system with the club's new 1050 disk drive when the nightmare truly began. NO MONITOR CABLES! (Who's responsible you might ask? Check the sub-title!)

In my panic, I forgot to take notes on any of the opening comments and ran out of the room in horror to try and see if the library had anything to help. This left Phil Michealson alone and true to his true salesmanship nature Phil began to show everyone (except me) new or newly re-released software that was available. These were: Aces of Aces, Misson in our Solar System (Halley Project), Batty Builders, Virtuoso, a heavy duty graphic creator and music

maker that is definatly worth the time of exploring, Molecule Man, Dispatch Rider, Crystal Raider, and Master Chess. Also available are: De Re Atari, an Atari hardware tinker's bible (only a few left), The Computer Hand, a neat little item that holds papers for you while you type all day at your keyboard, Surge Protectors, and last but not least the Atari 8-bit Mouse for \$47.96.

I returned back to the meeting ashamed, disgraced, a failure, and mad at a certain person because the library didn't have anything helpful. Just when the thought of physical retaliation entered my mind, a very kind, generous, life saving, and just short of Sainthood, person said he would go home and get his. (A thousand and three THANK YOU'S!!!!!!)

While waiting for this knight in shining armor's return from his quest, various different subjects were discussed with a few long periods of very uncomfortable quiet time in between them. It was told that OSS would no longer be distributing the program "MAC-65". Jim Frost also brought in an invitation for a disk/newsletter subscription. The cost would be \$35.

Scott Anderson, President of the Starfleet Users Group, said the user group "POTLUCK PICNIC WITHOUT THE PRICE" would be held on Sunday the 23rd of August at Rotella Park in Adams County. Hamburgers, hotdogs, and buns would be provided. Everyone was asked to bring a side dish to share and their own favorite beverage. (NO BOTTLES PLEASE!) Persons interested should either contact Scott or Guy McDaniels.

When our hero for the day returned with his TV and cables, the festivities began. Phil Michealson brought out the Atari 8-bit Mouse and a Millipede cartridge for demonstration. People who haven't played the game for eons were now racking up higher scores than they ever thought possible. Even Guy McDaniels got into the act, having the high score for a while. The Mouse was faster and more responsive than many of the joysticks kept hidden away at home so people wouldn't know you still play Pac-Man. The Mouse can be used on any program that uses a joystick. Other demo's of programs with the Mouse included: The text graphic adventure "Gunslinger", The Xlent Word Processor, Aces of Aces, and Virtuoso.

What a night! The meeting ended on a note of happiness and a sigh of relief from me. It was only logical that I had somehow irritated Chester enough to have him extract this much revenge on me. But do you want to know the real horror of this story? Nightmare on Alameda Street Part 3: Chester's return! REMEMBER: POWER WITHOUT THE PRICE!

NOTE: Heard from Phil that Horizon Computer's has a limited stock of ALTERNATE REALITY: THE DUNGEON DISK. HEY! You should treat your newsletter better than just drop it on the floor when you bolt for the door....

Adding a speaker to the Avatex 1200

This is the revised circuit for a switched sound system for an Avatex 1200 modem. This add-on device allows you to listen to the sounds on your telephone line as you attempt to make a call, but once a connection has been made and the carrier is received, the sound system will shut off automatically. The earlier version of the circuit, formerly posted to the JBUG bbs, is perfectly valid, but this setup is slightly simpler in construction.

OK, first thing to do is remove the cover from your Avatex 1200. Take out 3 Phillips screws from the underside, 2 near the front and one at the back. Then gently pry out the sides of the top half of the modem's shell, one side at a time. This will allow the two halves to separate.

Complicated, huh? If you're no longer interested, replace the cover. If you're feeling intrepid, orient the modem so the front faces you. Look to the left of the three control buttons; there will be 5 resistors there side by side. The leftmost one is labelled 'R21'. It is the series resistor for the MC light, and we will use it to obtain a signal with which to switch the sound apparatus. Note that at

It would be possible, but not as easy, to run the device off the 12v supply which would allow more output power to the speaker. You can also connect the output to an external amplifier, which I have tried successfully.

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TELECOMMUNICATIONS

The following article was written by Tracy Milburn of Tulsa Oklahoma, a high school junior at Edison High School. He wrote this article in an attempt to expose the benefits of telecommunications, and to persuade people to purchase hardware and software capable of telecommunicating.
From Zmag with our Thanks.

What is "telecommunications"? When someone purchases hardware and software capable of telecommunicating, they often find that it can be quite confusing to them, or for that matter to any other user new to telecommunications. However, once they learn to their way around, the discover that it can be exciting, beneficial, and most of all enlightening.

The prefix "tele" is Greek, and can be translated into "far away or at a distance". We can then throw this together with "communication" and get "the art and science of communicating at a distance, especially by means of electromagnetic impulses, as in radio, television, radar..." and yes, computers hooked up to phone lines. Just as analog data (data along the phone line that is translated and heard as human voice; your voice doesn't 'travel' along the phone line physically!) interprets human voice, the peripheral called a "modem" (MOdulator DEModulator) translates data along the phone line, and opens the channel of data communicating.

Once a user has his computer hooked up to a modem, disk drive, (if required) or to an interface GOING to a modem, he has complete and total access to a totally different world: the world of telecommunications; a world of transmitting data along telephone lines, and to a computer, to be interpreted by the human brain. Of course, with this new and exciting world comes a certain terminology that on virtually MUST be familiar with. A "bulletin board" is software being run on someone's computer, allowing others to call in, leave messages, download and/or upload files, and many, many other things as well (one does not have to run or call bulletin boards; there are other ways of communicating.). The person running the software is called a "SYSOP", or SYStem OPerator, logically the guy who runs the system. Once a user has been connected to a bulletin board, he has certain options that the system allows him. Approximately ninety-five percent of the time, two of these options are "download" and "upload" a file. Downloading is defined as being the transfer of a file FROM the system TO the user. Naturally, uploading is just the opposite.

For virtually every type of computer, clubs exist for its user. Groups such as "TRACE" of Tulsa Oklahoma, and "Green Country Computer Association", and "MACE", and "Tandy Users", and many others in many varieties, from novice to the advanced user. Most of the time these clubs not only help users with their computers in general, but are involved in telecommunications, as well as are most of the club members. When an Atari user begins to consider purchasing telecommunications hardware and software, he should get in touch with one of the groups in his immediate area, and ask for information concerning bulletin boards, the numbers to them, and any other information that could prove beneficial. If all else fails, call the Help BBS in Wichita (316-683-7514) or the ACE BBS in Oregon and they will assist an Atari user in any way possible.

In conclusion, I would like to say to those considering telecommunications as a hobby, to PURSUE that hobby, because the positive assets, expanding of software, and the sheer, hardcore thrill of never-ending knowledge makes the purchase of hardware and software an exiguous amount to pay. If ANYTHING, it is an EXCELLENT way to converse with others all over the world and express one's thoughts and ideas.

Tracy Milburn (c)1987

Ok gang, I've put it off for to long now so here's my contribution for the next issue of "Mile High Atari Magazine!"

MAPWARE Reviewed by Steve Walker-

A year ago I run across the Antic add for Mapware and being a geographer who holds maps "near and dear" to the heart, was excited about finally getting a mapping program for my Atari. The program is written in Basic and offers four different map projections that it can generate: cylindrical, orthographic equatorial, azimuthal equidistant and general perspective/global. The documentation is well written and steps you through each map projection with an example. The program uses a coordinate data file which contains over 9000 points which to locate the land masses and islands on Earth. The maps generated are in the high resolution graphics 8 mode which can be save as a 62 sector file. I have generated all four types of projections offered. The following table lists the timing results that I obtained

generating the four map projections using the Basic version of Mapware:

CYLINDRICAL	AZIMUTHAL EQUIDISTANT
INPUT DATA:	INPUT DATA:
MAP NUMBER = 1	MAP NUMBER = 2
BOUNDARIES = Y	BOUNDARIES = Y
LEFT LONG = -93	RADIUS = 95
RIGHT LONG = -77	CENTER LONG = -105
BOTTOM LAT = 7	CENTER LAT = 39.75
TOP LAT = 19	MAX DIST = 20000
MAP LENGTH = 320	
MAP HEIGHT = 160	
TIME: 17min. 30sec.	TIME: 1hr. 35min
ORTHOGRAPHIC EQUATORIAL	PERSPECTIVE
INPUT DATA:	INPUT DATA:
MAP NUMBER = 3	MAP NUMBER = 4
BOUNDARIES = Y	BOUNDARIES = Y
RADIUS = 95	RADIUS = 95
CENTER LONG = -105	CENTER LONG = -95
	MAP HEIGHT = 1500
	AZIMUTH = 0
TIME: 34min.	TIME: 34min

The program performs as I expected for an 8-bit computer running BASIC. The documentation states that a compiled version is available, which I highly recommend. The only additional capability that would have complemented this program, would have allowed the user to generate their own coordinate data files. Several times I wished I could have expanded the coordinate data files to include county boundaries for the states. I have tried to figure out the structure of the coordinate data files with little success. I posed this question to Mr. Harry C. Koons; the author, and his suggestion is that I should upgrade to an "ST" to get the full range of capabilities that I desire using the "Maps and Legends" software. Overall the program is adequate to generate simple maps for occasional use. A side note: For those individuals that want to add color to your maps I recommend using "Antics Rapid Graphics Convert" program to change the 62 sector file to Micro Illustrator format. Then be prepared to clean up the artifacting that results. I Have used Mapware to generate a perspective of the earth (as viewed from space). This file then was converted to Micro Illustrator to allow the familiar yellow sign called "Children on Board".

5.25 ST Floppy Drive

This is a fairly easy project, If you aren't quite sure which end of a solder iron gets hot. Find someone to help you. Damage to the drives, and computer are certainly a possibility. Starting reference for this article was from Antic Magazine Nov. 1985. "ST USES IBM DISK FILES" by local MAGIC SACK wizard David Small.

WHY DO I WANT A 5.25 DRIVE?

A couple of reasons come to mind. First and foremost 'CHEAP!'. 5.25 floppys are normally about half the cost of 3.5's. For archiving, Hard disk Backups, or any other type of limited use storage, it can't be beat. The cost of the Hardware and disks will soon be recovered in disk savings alone. Second with the advent of a couple of "usable" MS-DOS emulators, direct reading and writing of IBM disks is possible, allowing greater flexibility of the ST system.

Atari in a brief wind of Wisdom, decided on a disk format very much like the defacto standard IBM PC. What with IBM now adopting the 3.5 standard, this was definately a wise move. As usual though Atari Had to use a sub-standard DIN type connector for their drives cables. When Dave's article was published there were no Drive cables or 14 pin DIN's available. So he directly connected the second (5.25) drive to the standard ribbon cable inside your Atari 3.5 drive. It works but leaves you with a modified drive with a tail.

Now that drive cables and plugs are readily available, I though an article to allow you to take a standard drive cable, cut it in half, and make two 5.25 cables from it, was in order. Sounds Easy right?

Here's what you'll need:

5.25 Double Side Double Density 80 track drive. I use a Full height Tandon TM-100-4. Some of the 80 trk drives have the capability of doing 40 trk and 80, These would be to your advantage so that you could read standard IBM 360K format, and yet write correct quad density 720K in Atari and IBM Formats. A double sided double density 40 trk drive can be used in limited fashion using formatters provided with the MS-DOS emulators, or with disks original formatted on an IBM. Documentation on drive select and removal of the pull up resistors on what ever type of drive you choose is a must.

Power Supply and case. These are readily available from many sources locally and mail order. Check out Computer Shopper for the best deals. Normally about \$50.00

14 Pin drive cable 6 foot or longer. These are available at Horizon, or from various mail order houses.

1 34 Pin edge connector. These are the type used on standard drives, Percom's etc. These are available from Radio Shack ,Gateway, Quest etc.

ON TO CONSTRUCTION.

Cut your newly purchased drive cable in half, you can leave it longer but then you will be left with a really short second cable. Remove the outer covering of the cable to gain access to all 13 wires. Strip all of these and tin them with solder.

Dig out the 34 pin edge connector and give it a good look. The top side is numbered 2,4,6...34 and the bottom is number 1,3,5...33. Make sure you understand this before starting your hook up procedures. Now find your ST Owners Manual and turn to the back. This will show you the correct pinouts for the 14 pin DIN end of the cable. Study this closely too. When you feel confident that you know the proper positions of the pins, solder the following lines to the 34 pin connector.:

ST CONNECTOR

1
2
3
4
5
6
7
8
9
10
11
12
13
14

34 PIN CONNECTOR

30
32
NOT CONNECTED
8
10
12
15
16
18
20
22
24
26
28

After completing this task, go back through with an Ohm meter and make sure everything is correct. I'll wait....

Good! Next we need to determine how to set the drive number selection. Due again to Atari switching drive select lines within their drive, your New 5.25 drive must be selected as drive one, or A as the case may be. True it will be addressed from the computer as drive B, but Atari with all their Forethought.... This is done on the Tandon drives by providing a jumper on IC socket 1E between pins 2-15, on some drives a jumper between 7-10 must also be provided.

Last we come to the termination resistors. Most drives will have a 14-16 pin line resistor IC plug into the controller board. On the Tandons its socket 2F. If your drive has an IC in this socket, pull it out. In addition to this the select line resistor, which is not in the ic resistor you just pulled, has to be removed. This is where the drive documentation comes in to play. On the Tandons it's R14 to the upper right of the drive select socket, on some of the TM100-4 it's R30, just below the socket. It is crucial to proper operation that the correct resistor be removed. Nothing will be harmed (probably) if the incorrect one is selected, it just won't work. I cut one end of the resistor and left it in the board just in case the drive ever sees us with another computer.

Some of the 5.25 drives cannot operate at the same read and write speed that the 3.5's are capable of. They too will work, just not quite as fast. My Tandon seems to keep up at 2ms with little or no problem. This is every bit as fast as the 3.5. Unlike Mr. Small's mod, 1040 users also can use the 5.25 on their systems. ENJOY!!!

Questions, comments, and additions (Select resistor numbers for other drives) should be directed to D. Lloyd SySop of Skyline BBS 303-457-0320. If we do receive additional select resistor info, it will certainly be posted on the board. D.L. Editor

PERSONAL COMPUTERS;

FCC Cooks Come Up With a Half-Baked Rule on Access Charges
By Michael Schrage Special to The Washington Post

Blending a smidgeon of foolishness with a dash of hypocrisy, the folks at the Federal Communications Commission have cooked up a way to dramatically increase your cost of using a personal computer.

Be warned: What these regulatory short-order cooks have on the table is a half-baked idea that may be the law of the land beginning next year.

Essentially, the FCC is proposing that companies that offer on-line data transmission services through local telephone loops - for example, CompuServe, The Source, QuantumLink, Telenet and Tymnet - should have to pay a special "access fee" to hook up to the phone network. These access charges could easily run as high as \$5 an hour per user.

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In other words, if you are a CompuServe or Dow Jones subscriber, you may end up paying an extra \$5 an hour - or more - to access the service. That could boost your phone bill by hundreds of dollars over a year if you are an avid electronic mailer or information retriever.

Now there is a certain logic to what the FCC proposes. The commission makes voice communications companies such as MCI and Sprint pay an access fee to hook up to the local phone lines. The data communications companies had thus far been exempt from such a charge. "The FCC believes that everybody who uses a local exchange for interstate service should help pay for it with an access charge," asserts Ruth Milkman, the FCC attorney handling the notification of the rule changes. "Everybody who uses the network should have to pay."

Indeed, FCC Chairman Dennis Patrick is quoted in The Wall Street Journal as saying that the access charge exemption was nothing less than a subsidy, asserting, "We don't want the network to evolve in response to various subsidies and anomalies."

That sounds like a noble thought. Alas, it does not ring true. Even in the wake of the Bell System breakup, the phone system is rife with subsidies and "anomalies" of pricing, as Patrick well knows. For the FCC to single out the data communications companies for this access fee is a classic case of having the expedience of one's conviction rather than the courage of one's conviction.

Where's the proof? Here it is: While the FCC is going after public access data networks - that is, data networks that you and I can link to - this ruling exempts the largest private data networks. These are networks run by companies like Ford Motor Co. and Boeing Aerospace.

Though these networks are ostensibly private, they are often linked to local telephone loops through the company's PBX machine (that is, the switchboard). In other words, even though the big companies make the same demand on the local telephone companies, they remain exempt from the access charge fee.

There is no technical reason for this. Let me give you a nontechnical reason. If the FCC proposed a rule that would double the data communications costs of the Fortune 500 companies with private networks, it would face so much political heat that it'd break its legs backpeddling.

But wait, there's more. Technically speaking, data transmission takes up far less bandwidth (space) on a telephone line than voice does. One can multiplex a dozen data transmissions on a line that can only carry one voice conversation. So why should the FCC charge the data communications companies on a per-user or per-time basis? Why not charge on a per-line basis or a per-bit basis as telecommunications entrepreneur Bill von Meister proposes.

Von Meister, who founded The Source and Quantum Link, argues that since data consumes less bandwidth than voice, it is unfair to make data communications companies pay full fare for access.

It should be clear that this whole area isn't clear. The FCC has already begun to hedge, saying that the new access charges may be "phased in" rather than implemented in one fell swoop.

But there's no question that this proposal has scared the entire industry and threatens the immediate future of on-line services and the network nation. "Of course we're concerned," says Carl Valenti of Dow Jones, which runs one of the largest on-line service in the United States. "What happens is that we may end up forcing the customers to bear more cost. We don't want that."

Von Meister adds, "This could well price on-line services beyond the reach of a good segment of the public."

What we have here is a basic policy question: Should "economic efficiency" be the sole guiding phrase for public concern, or should we also be concerned about new services and the quality of those services?

DISK#	NAME	XTEN	SIZE	FILETYPE	DISK#	NAME	XTEN	SIZE	FILETYPE
001	PROGINDX	BAS	130	DATAFILE	04A	DESIGN	11	006	GRAPHICS
02A	AD5THDIM	SAV	099	GAME	04A	DISK	CAT	001	UTILITY
02A	BLUEBERRY	SAV	080	UTILITY	04A	FREE SEC	TOR	132	
02A	BOPOTRON	SAV	077	GAME	04A	GTIA		010	GRAPHICS
02A	CONCENTR	SAV	110	UTILITY	04A	GTIAPIC		065	GRAPHICS
02A	DKHORSE	SAV	099	GAME	04A	GUARDIAN		034	GRAPHICS
02A	HOOKEY	SAV	050	GAME	04A	HOUSE	11	017	GRAPHICS
02A	MENU	BAS	019	UTILITY	04A	HOUSE	9	014	GAME
02A	NORAD	SAV	065	GAME	04A	LIGHTHOU	10	022	PIC DUMP
02A	TAPEDISK	EXE	004	DISK UTIL	04A	MENU		028	UTILITY
02B	A	SYS	019	UTILITY	04A	MGROUND	10	063	GRAPHICS
02B	B	SYS	062	UTILITY	04A	PLACK		020	GRAPHICS
02B	CHOOCHOO	BAS	013	GAME	04A	PLACK	9	020	PIC DUMP
02B	CLIB	C	010	UTILITY	04A	SCREEN	9	016	GRAPHICS
02B	CLIB	CCC	006	UTILITY	04A	SIGN	9	019	GAME
02B	DEFINES	INC	002	UTILITY	04A	START		001	GRAPHICS
02B	DIGCLOCK	BAS	022	DISK UTIL	04B	ANIMATE	BAR	025	GRAPHICS
02B	DMAP	BAS	030	UTILITY	04B	BARGRAPH	1	016	GRAPHICS
02B	DMAP	BIN	080	UTILITY	04B	BAYAREA	CLB	019	UTILITY
02B	DMAP	C	074	UTILITY	04B	DISK	CAT	001	UTILITY
02B	DMAP	CCC	039	UTILITY	04B	FNCPLT		016	GRAPHICS
02B	DMAP	LNK	001	UTILITY	04B	FREE SEC	TOR	180	
02B	DOSMOD	UTL	014	DISK UTIL	04B	GOODNAME		006	GRAPHICS
02B	FORMAT	BAS	006	DISK UTIL	04B	GR7DEMO		017	GRAPHICS
02B	GRIED	DEM	007	DEMO	04B	GRPHMODE		040	GRAPHICS
02B	MENU	BAS	077	UTILITY	04B	HELIDEMO		015	GRAPHICS
02B	PLAYERO	DOC	012	TEXT OR DOC	04B	MENU		017	UTILITY
02B	PLAYERS	BIN	084	GAME	04B	MUSICFLG		122	MUSIC
02B	PMDRIVER	BIN	014	PRINT DRIV	04B	PRETTY	MAX	024	GRAPHICS
02B	RELOC	UTL	004	DISK UTIL	04B	QUADDRAW		007	GRAPHICS
02B	SKIP	SYS	003	UTILITY	04B	SONDMODE		008	MUSIC
02B	SOUND16	BAS	024	MUSIC	04B	STRNGART		018	GRAPHICS
02B	UTLPAK1	LST	010	UTILITY	04B	SUNRISE	1	006	GRAPHICS
03A	BIBLE	SAV	187	EDUCATION	04B	SUNRISE	2	031	GRAPHICS
03A	DIYER	SAV	095	GAME	04B	TITLMAKE		016	GRAPHICS
03A	GROAN	SAV	060	GAME	04B	VIDGRFIT		020	GRAPHICS
03A	JUMPER	SAV	049	GAME	05A	BIORYTHM	BAS	019	GAME
03A	MENU	BAS	019	UTILITY	05A	CRICKETS		094	GAME
03A	SAFRI	SAV	071	GAME	05A	DOGGIES		066	GAME
03A	SUBGOLF	SAV	096	GAME	05A	FREE SEC	TOR	188	
03A	TRICKTIC	SAV	075	GAME	05A	GOBBLER		077	GAME
03B	CARTOON		080	GAME	05A	GOLDRUSH	BAS	042	GAME
03B	FLITTER	DOC	066	TEXT OR DOC	05A	GOLDRUSH	INS	008	GAME
03B	FLITTERB	UG	088	GAME	05A	GUESSAGE		009	GAME
03B	INSTRUCT	ION	042	GAME	05A	SURROUND		026	GAME
03B	MAGICPEN	CIL	087	GRAPHICS	05A	TOWERS		032	GAME
03B	SLCCBLKJ	ACK	081	GAME	05B	BATS	BAS	073	GAME
03B	STARGUNN	ER	116	GAME	05B	CHICKEN	BAS	069	GAME
04A	ACCLUB		011	UTILITY	05B	COUCH	BAS	038	GAME
04A	ACDAT		009	DATA BASE	05B	FREE SEC	TOR	004	
04A	ARROWS	9	013	GAME	05B	FROG	BAS	065	GAME
04A	CIRCLE	10	013	PIC DUMP	05B	JUMPJACK	BAS	044	GAME
04A	CROSS	9	006	GAME	05B	MENU	BAS	023	UTILITY
04A	DESIGN	10	035	PIC DUMP	05B	ROBOT	BAS	150	GAME
04A	DESIGN	102	035	GRAPHICS	05B	ROBOTSET	DAT	009	DATA BASE
04A	DESIGN	11	006	GRAPHICS	05B	STOPSND	BAS	034	GAME
04A	DISK	CAT	001	UTILITY	05B	STUNTMAN	BAS	055	GAME
04A	GTIA		010	GRAPHICS	06A	ELIZA	BAS	076	EDUCATION
04A	GTIAPIC		065	GRAPHICS	06A	FLAGS		041	EDUCATION
04A	GUARDIAN		034	GRAPHICS	06A	FREE SEC	TOR	024	
06A	HANGMAN		177	GAME	08B	HAFING		036	GAME
06A	MATHPRAC		060	EDUCATION	08B	HAFORC		036	GAME
06A	MENU	BAS	023	UTILITY	08B	HALFEL		037	GAME
06A	MULTIPLY		070	EDUCATION	08B	HUMAN		038	GAME
06A	NUMBATLE		041	EDUCATION	08B	KARACTER		096	GAME
06A	NUMGUESS		007	EDUCATION	08B	MENU		017	UTILITY
06A	PRIMBUBL	CUB	015	UTILITY	08B	NPC		162	GAME
06A	QUESTION		007	EDUCATION	08B	NPC2		082	GAME
06A	REMAINDR		085	EDUCATION	08B	PC		028	GAME
06B	ALGEGRAP		012	EDUCATION	09A	BUILD	SYS	004	UTILITY
06B	AMERICAS		050	EDUCATION	09A	CHARLIE	PIC	081	PICTURE

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06B	EDUCATE	001	029	EDUCATION	09A	DEER	PIC	232	PICTURE	13A	BASEBALL	080		GAME	14B	DOCTOR	079		GRAPHICS
06B	GUESSNUM		068	EDUCATION	09A	FREE SEC	TOR	021		13A	DODGE		037	GAME	14B	LOGO	007		GRAPHICS
06B	MATH		034	EDUCATION	09A	LINUS	PIC	069	PICTURE	13A	TARGET	GAM	026	GAME	14B	LOGO	CHR	009	GRAPHICS
06B	MATH	B01	035	EDUCATION	09A	MENU		018	UTILITY	13A	SHOOTGAL	CP	059	GAME	14B	DICEROLL	006		GRAPHICS
06B	MATH2		052	EDUCATION	09A	MERRY	PIC	022	PICTURE	13A	BOING	BAS	023	GAME	14B	DCHARGE	021		GRAPHICS
06B	MENU	BAS	023	UTILITY	09A	PEACE	PIC	067	PICTURE	13A	MAZERIDE		049	GAME	14B	BIRTHDAY	027		GRAPHICS
06B	METRICS		026	EDUCATION	09A	PRINT	BAS	006	PICTURE	13A	BOWL	SS	100	GAME	14B	LUNAR	026		GAME
06B	MORSE		102	EDUCATION	09A	SUPPER	PIC	091	PICTURE	13A	HORSERAC		048	GAME	14B	LANDER	078		GAME
06B	POWER2		011	EDUCATION	09A	TWEETY	PIC	055	PICTURE	13A	SPEEDDMN	BAS	049	GAME	14B	FREE SEC	TOR	116	
06B	STATES		051	EDUCATION	09B	CONVERT	BAS	004	UTILITY	13A	RACING	BAS	049	GAME	15A	BOOTROOM	109		DISK UTIL
06B	TYPING		049	EDUCATION	09B	DISK	CAT	001	UTILITY	13A	RROUL	B01	012	GAME	15A	MYRIA	DOC	026	TEXT OR DOC
06B	WORLD		061	EDUCATION	09B	FREE SEC	TOR	188		13B	MENU	BAS	023	UTILITY	15A	DSKMKR	OBJ	001	DISK UTIL
07A	CAR1	A	007	GAME	09B	MONALISA	PIC	162	PICTURE	13B	BALLOONS		092	GAME	15A	CASMKR	OBJ	001	UTILITY
07A	CAR10	A	007	GAME	09B	PRINT	BAS	006	PRINT DRIV	13B	BANKSHOT	BAS	050	GAME	15A	CASLDR	OBJ	001	UTILITY
07A	CAR2	A	007	GAME	09B	SANTA	PIC	048	PICTURE	13B	PINBALL		031	GAME	15A	MYRIA10	OBJ	107	UTILITY
07A	CAR3	A	007	GAME	09B	SNOOPY	PIC	045	PICTURE	13B	PADLBALL		030	GAME	15A	MYRIA11	OBJ	109	UTILITY
07A	CAR4	A	007	GAME	09B	STNIC	PIC	172	PICTURE	13B	DARTS		036	GAME	15A	S		026	UTILITY
07A	CAR5	A	007	GAME	10A	ANGLECAN	BAS	020	GAME	13B	FOOTBALL		199	GAME	15A	DISK	CAT	001	UTILITY
07A	CAR6	A	007	GAME	10A	FREE SEC	TOR	006		13B	DEPTHCRG	SB	043	GAME	15A	FREE SEC	TOR	217	
07A	CAR7	A	007	GAME	10A	LUNAR2		046	GAME	13B	GUNFIGHT		039	GAME	15B	MENU		012	UTILITY
07A	CAR8	A	007	GAME	10A	MENU	BAS	023	UTILITY	13B	ROADRACE	OBJ	021	GAME	15B	INTRO		014	UTILITY
07A	CAR9	A	007	GAME	10A	MISSCMD	B01	064	GAME	13B	RACETRAP	OBJ	023	GAME	15B	TEXT1		009	TEXT OR DOC
07A	MENU	BAS	050	UTILITY	10A	SABOTAGE	BAS	056	GAME	13B	RACE		035	GAME	15B	SOUNDS1		019	MUSIC
07B	ALIEN	BAS	034	GAME	10A	SABOTAGE	INS	008	GAME	14A	MENU		016	UTILITY	15B	TEXT2		074	TEXT OR DOC
07B	CLASH	BAS	043	GAME	10A	SAUCER	BAS	062	GAME	14A	KILL		023	GAME	15B	STICKSO		008	MUSIC
07B	FROGGIE	BIN	040	ASSEMBLY	10A	SPACESH0	BAS	016	GAME	14A	DSKPRINT		012	DISK UTIL	15B	ORGAN		018	MUSIC
07B	MANIAC	BIN	032	GAME	10A	SPEATTK	BAS	041	GAME	14A	MICRO	EDI	041	UTILITY	15B	TEXT3		020	TEXT OR DOC
07B	MYRAPEDE	BIN	107	GAME	10A	STRATOBL	AST	024	GAME	14A	ERRTRAP		025	UTILITY	15B	SOUNDS2		025	MUSIC
07B	RO		091	ASSEMBLY	10A	SUB	BAS	032	GAME	14A	RS232BT		001	TERMINAL	15B	PRTCHART		004	MUSIC
08A	AUTOEDIT	MAY	008	UTILITY	10A	SURVIVE	BAS	096	GAME	14A	PHONBOOK		030	TERMINAL	15B	QRCHART	LST	025	MUSIC
08A	CRTL1	OBJ	003	UTILITY	10A	SURVIVE	FNT	009	GAME	14A	ACCLUB	DEN	004	DATA BASE	15B	DISK	CAT	001	UTILITY
08A	INVENTOR	RD	021	UTILITY	10B	BLASTER	OBJ	065	GAME	14A	HVAUG		005	UTILITY	15B	FREE SEC	TOR	382	
08A	LUNAR	JUN	047	GAME	10B	BLITZ		017	GAME	14A	DIRSEL		009	UTILITY	16A	MENU	BAS	023	UTILITY
08A	MEMDUMP	MAR	022	UTILITY	10B	BLITZ	VB2	060	GAME	14A	DIRBOOT	BIN	001	DISK UTIL	16A	CHECKERS		026	GAME
08A	MENU		015	UTILITY	10B	BOMBS		025	GAME	14A	DIR		007	DISK UTIL	16A	CHALLENG		114	GAMF
08A	MERRYCHR		091	GAME	10B	FREE SEC	TOR	062		14A	FILEDUMP	HEX	011	DISK UTIL	16A	MONOPOLY		094	G/
08A	MODEM	MAR	020	TERMINAL	10B	JLANDER	B01	049	GAME	14A	DOSMOD	BAS	014	DISK UTIL	16A	SPEDELLO		041	GA
08A	ROMANCLK	RD	032	GAME	10B	MENU	BAS	023	UTILITY	14A	ATASCII		098	DISK UTIL	16A	BLOCKADE		021	GAME
08A	SCR11	SRC	023	UTILITY	10B	MISSILE		066	GAME	14A	PRINTEST		005	PRINT DRIV	16A	APTITUDE		070	GAME
08A	TINYTEXT	NOV	055	UTILITY	10B	SATELITE	DEF	051	GAME	16A	PRICE	ACE	039	GAME	19A	FREE SEC	TOR	007	
08B	DUNGEON		009	GAME	10B	SPACERES	BAS	061	GAME	16A	SIMON		025	GAME	19B	PLAYER	AMS	022	MUSIC
08B	DWARF		037	GAME	10B	STARBASE	BAS	062	GAME	16A	TTT		036	GAME	19B	MANIAC		123	MUSIC
08B	ELF		038	GAME	10B	STARBLSE	SB	061	GAME	16A	CONCEN		038	GAME	19B	DOWNUNDR		162	MUSIC
08B	GNOME		038	GAME	11B	FIG-FORT	H	N/A	ASSEMBLY	16A	BBOG		057	GAME	19B	OPENARMS		047	MUSIC
08B	HAFING		036	GAME	12A	MENU		016	UTILITY	16A	TOMER	BAS	040	GAME	19B	COLOUR		021	MUSIC
08B	HAFORC		036	GAME	12A	BBOG		057	GAME	16B	MENU	BAS	023	UTILITY	19B	IFULEADE		062	MUSIC
08B	HALFEL		037	GAME	12A	DMAZE		061	GAME	16B	DMAZE		061	GAME	19B	WEMADEIT		036	MUSIC
08B	HUMAN		038	GAME	12A	LUNLANDR		067	GAME	16B	LOST		113	GAME	19B	ILOVEYOU		043	MUSIC
08B	KARACTER		096	GAME	12A	SLOTS		051	GAME	16B	OTHELLO		050	GAME	19B	WONTLAST		033	MUSIC
12A	TAXMAN		038	GAME	14A	FILEDUMP	HEX	011	DISK UTIL	16B	BATSHIP	INS	017	GAME	19B	THRETHES		037	MUSIC
12A	DEVILS	CAV	051	GAME	14A	DOSMOD	BAS	014	DISK UTIL	16B	BATSHIP	BAS	071	GAME	19B	DISK	CAT	001	UTILITY
12A	LANDER		036	GAME	14A	ATASCII		098	DISK UTIL	16B	GUARDIAN	GTI	034	GAME	19B	FREE SEC	TOR	001	
12A	SURROUND		026	GAME	14A	PRINTEST		005	PRINT DRIV	16B	GUARDIAN	CTI	034	GAME	20A	PLAYER	AMS	022	MUSIC
12A	INVADER		031	GAME	14A	CLOAD	AUT	002	DISK UTIL	16B	CONCENT	BAS	046	GAME	20A	DISK	CAT	001	UTILITY
12A	GUNFIGHT		039	GAME	14A	KIDNAP		184	UTILITY	16B	MAZERACE		021	GAME	20A	STEWBALL		041	MUSIC
12A	STRATEGO		064	GAME	14A	DISK	CAT	001	UTILITY	16B	SUPBAR	BAS	023	GAME	20A	BLOWINWD		031	MUSIC
12A	DISK	CAT	001	UTILITY	14A	FREE SEC	TOR	135		16B	TAG	BAS	058	GAME	20A	LEMTREE		039	MUSIC
12B	MENU		016	UTILITY	14B	DRAW		008	BUSINESS	16B	HILOW	BAS	041	GAME	20A	IDIGROCK		057	MUSIC
12B	ENGINEER		048	EDUCATION	14B	CIRCLES		011	BUSINESS	16B	ATOMS	OBJ	010	GAME	20A	ASOALIN		054	MUSIC
12B	CANNON		024	GAME	14B	PMG		008	BUSINESS	16B	MAZE		024	GAME	20A	WHATUGET		024	MUSIC
12B	BARICADE		022	GAME	14B	PMG	MAC	019	BUSINESS	17A	KENOINS		109	GAME	20A	ITSRIGHT		041	MUSIC
12B	HUMPUS		034	GAME	14B	ROSE		012	BUSINESS	17A	KENO		184	GAME	20A	GAMBLER		048	MUSIC
12B	TREASURE		043	GAME	14B	SOUNDSTK		011	MUSIC	17A	YAHTZEE		085	GAME	20A	SIXPACK		037	MUSIC
12B	HAMURABI		035	GAME	14B	COLORSTK		007	BUSINESS	17A	YAHTDAT		038	GAME	20A	RUBY		071	MUSIC
12B	LOST		113	GAME	14B	GRAFIX1		012	BUSINESS	17A	VNTMAINT		099	GAME	20A	DAYTIME		090	MUSIC
12B	HANGMAN		177	GAME	14B	GRAFIX2		028	GRAPHICS	17A	UNLOCKER		031	GAME	20A	FREE SEC	TOR	021	
12B	OTHELLO		050	GAME	14B	ATARI400		044	GRAPHICS	17A	PROTEX		031	GAME	20B	PLAYER	AMS	022	MUSIC
12B	DISK	CAT	001	UTILITY	14B	MOONLAND		035	GRAPHICS	17A	MENU		018	GAME	20B	LUCILLE		086	MUSIC
13A	MENU	BAS	023	UTILITY	14B	GRAPH2		024	GRAPHICS	17A	DISK	CAT	001	UTILITY	20B	DAYS DONE		036	MUSIC
13A	GOLFGAME		071	GAME	14B	VIDEO		014	GRAPHICS	17B	FOOTBALL		132	GAME	20B	TIMEBTLE		036	MUSIC



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DISK#	NAME	XTEN	SIZE	FILETYPE	DISK#	NAME	XTEN	SIZE	FILETYPE	DISK#	NAME	XTEN	SIZE	FILETYPE	DISK#	NAME	XTEN	SIZE	FILETYPE
17B	RULES		041	GAME	20B	KILINGME		055	MUSIC	24A	A8208	MAP	004	EDUCATION	24B	KEYSIG	L5	001	MUSIC
17B	PLAYBOOK		043	GAME	20B	DREMWEVR		050	MUSIC	24A	A8209	MAP	004	EDUCATION	24B	MEASURE		075	MUSIC
17B	DISK	CAT	001	UTILITY	20B	PRESSURE		123	MUSIC	24A	A8211	MAP	007	EDUCATION	24B	MEASURE	L1	002	MUSIC
18A	KBERT		215	GAME	20B	CLASSGAS		069	MUSIC	24A	A8549	MAP	005	EDUCATION	24B	MEASURE	L2	002	MUSIC
18A	DISK	CAT	001	UTILITY	20B	DISK	CAT	001	UTILITY	24A	A8550	MAP	006	EDUCATION	24B	MEASURE	L3	002	MUSIC
18B	SCRIPTOR		126	GAME	21A	BACKDOOR		026	MUSIC	24A	A8554	MAP	006	EDUCATION	24B	MEASURE	L4	002	MUSIC
18B	CRICKETS		094	GAME	21A	DISK	CAT	001	UTILITY	24A	DAISY	SNG	014	EDUCATION	24B	MEASURE	L5	002	MUSIC
18B	BATS		063	GAME	21A	EDGE0F17		121	MUSIC	24A	DEFAULTS	LST	010	EDUCATION	24B	MEASURE	L6	002	MUSIC
18B	CASTLE		088	GAME	21A	FREE SEC	TOR	001		24A	DO		004	EDUCATION	24B	MEASURE	L7	002	MUSIC
18B	GGBLER		077	GAME	21A	FRGTRAIN		033	MUSIC	24A	GRAPHICS		036	EDUCATION	24B	MENU	SYS	026	UTILITY
18B	BALLOONS		092	GAME	21A	MANDY		044	MUSIC	24A	GRAPHICS	TXT	009	EDUCATION	24B	NOTE		055	MUSIC
18B	DISK	CAT	001	UTILITY	21A	MIDNITE		038	MUSIC	24A	INFO		013	EDUCATION	24B	NOTE	L1	001	MUSIC
19A	ISLANDS		074	GAME	21A	PLAYER	AMS	022	MUSIC	24A	INTRO	MAP	007	EDUCATION	24B	NOTE	L2	001	MUSIC
19A	STHRNGTS		100	GAME	21A	RAINYDAY		040	MUSIC	24A	KNOBS		066	EDUCATION	24B	NOTE	L3	001	MUSIC
19A	PRWDMARY		046	MUSIC	21A	RISINGSN		045	MUSIC	24A	KNOBS	REC	003	EDUCATION	24B	NOTE	L4	001	MUSIC
19A	CNTRYRDS		055	MUSIC	21A	SANDMAN		034	MUSIC	24A	KNOBS	SAM	003	EDUCATION	24B	NOTE	L5	002	MUSIC
19A	CECILIA		070	MUSIC	21A	SHKEITUP		077	MUSIC	24A	KNOBS	TXT	011	EDUCATION	24B	NOTE	L6	001	MUSIC
19A	COWBOYS		062	MUSIC	21A	TLECLPSE		097	MUSIC	24A	MAP		022	EDUCATION	24B	NOTE	L7	001	MUSIC
19A	ROADAGAN		082	MUSIC	21B	BDYELTRC		034	MUSIC	24B	NOTE	L8	002	MUSIC	29A	SC4		049	TEXT OR DOC
19A	GHSTRIDR		059	MUSIC	21B	CARMEN		037	MUSIC	24B	QUIZMAST		060	EDUCATION	29A	SPEEDSCR	DOC	118	TEXT OR DOC
19A	PLAYER	AMS	022	MUSIC	21B	DALLAS		031	MUSIC	25A	AFTER		038	EDUCATION	29A	TEST		001	TEXT OR DOC
19A	FLASHLUV		037	MUSIC	21B	DISK	CAT	001	UTILITY	25A	BOOK		127	EDUCATION	29B	BB		001	GAME
19A	DISK	CAT	001	UTILITY	21B	FAME		077	MUSIC	25A	CAVE		038	EDUCATION	29B	BB	STA	001	GAME
19B	PLAYER	AMS	022	MUSIC	21B	FIRERAIN		036	MUSIC	25A	DO		004	EDUCATION	29B	CIB		001	GAME
19B	MANIAC		123	MUSIC	21B	FREE SEC	TOR	003		25A	ERUPT		038	EDUCATION	29B	CIB	STA	001	GAME
19B	DOWNUNDR		162	MUSIC	21B	HKEDCLSS		127	MUSIC	25A	INSIDE		038	EDUCATION	29B	CLB	STA	001	GAME
19B	OPENARMS		047	MUSIC	21B	ONBRDHAY		046	MUSIC	25A	JOE		038	EDUCATION	29B	CLRSTATS		008	TEXT OR DOC
19B	COLOUR		021	MUSIC	21B	PLAYER	AMS	022	MUSIC	25A	LOADER		013	UTILITY	29B	DB		001	GAME
21B	SUNRISE		058	MUSIC	24A	KNOBS		066	EDUCATION	25A	MAMMOTH		038	EDUCATION	29B	DB	STA	001	GAME
21B	TRADITON		054	MUSIC	24A	KNOBS	REC	003	EDUCATION	25A	PANIC		038	EDUCATION	29B	FOOTBALL		182	GAME
22A	DISK	CAT	001	UTILITY	24A	KNOBS	SAM	003	EDUCATION	25A	RABBIT		038	EDUCATION	29B	FREE SEC	TOR	260	
22A	FUJIBALL	EXE	163	DEMO	24A	MAP		022	EDUCATION	25A	STORM	SNG	009	EDUCATION	29B	HO		001	GAME
22A	FUJIBIRD	EXE	258	DEMO	24A	MAP	TXT	002	EDUCATION	25A	THINK		038	EDUCATION	29B	HO	STA	001	GAME
22A	RAMDISK	COM	009	DISK UTIL	24A	MEM	SAV	045	DISK UTIL	25A	TITLE		062	EDUCATION	29B	IC		001	GAME
22A	ROBODEMO	EXE	151	DEMO	24A	MENU		030	UTILITY	25A	TUNE		005	EDUCATION	29B	IC	STA	001	GAME
22B	BOINK	EXE	078	DEMO	24A	OOPS	SYS	006	EDUCATION	25A	WALL		038	EDUCATION	29B	KCC		001	GAME
22B	DISK	CAT	001	UTILITY	24A	PHONEMES		041	EDUCATION	25A	WORK		038	EDUCATION	29B	KCC	STA	001	GAME
23A	CONYSONG		062	MUSIC	24A	PUNCT		024	EDUCATION	25B	BOOK		154	EDUCATION	29B	LAR		001	GAME
23A	DANCE	SNG	020	MUSIC	24A	PUNCT	TXT	005	EDUCATION	25B	DO		004	EDUCATION	29B	LAR	STA	001	GAME
23A	DEMO1		019	DEMO	24A	SINGING		025	EDUCATION	25B	FLOWERS		038	EDUCATION	29B	MD		001	GAME
23A	DEMO2		016	DEMO	24A	SINGING	TXT	010	EDUCATION	25B	INSIDE		038	EDUCATION	29B	MENU		007	UTILITY
23A	DEMO3		023	DEMO	24A	SINGIT		035	EDUCATION	25B	LOADER		013	UTILITY	29B	NEP		001	GAME
23A	MENU		020	UTILITY	24A	SONGEDIT		061	EDUCATION	25B	MEADOW		038	EDUCATION	29B	NEP	STA	001	GAME
23A	PLAYSONG		025	MUSIC	24A	SONGEDIT	TXT	005	EDUCATION	25B	MEADOWG		038	EDUCATION	29B	NYJ		001	GAME
23A	PRELUDE	AMS	009	MUSIC	24A	STRESS		024	EDUCATION	25B	MPTWOODS		038	EDUCATION	29B	PS		001	GAME
23A	PRELUDE	SNG	010	EDUCATION	24A	STRESS	TXT	005	EDUCATION	25B	PATH		038	EDUCATION	29B	PS	STA	001	GAME
23A	PRRTXT		006	EDUCATION	24B	BEETHOV	Q	113	MUSIC	25B	QUAKE		038	EDUCATION	29B	RULES		039	TEXT OR DOC
23A	TEXT	LST	182	EDUCATION	24B	COUNT		064	MUSIC	25B	SAD	SNG	002	EDUCATION	29B	SDC		001	GAME
23A	TEXT	TWD	156	TEXT OR DOC	24B	COUNT	L1	002	MUSIC	25B	TITLE		062	EDUCATION	29B	SDC	STA	001	GAME
23A	VYT		027	MUSIC	24B	COUNT	L2	002	MUSIC	25B	TUNE		007	EDUCATION	29B	SFF		001	GAME
23B	DEMO		002	DISK UTIL	24B	COUNT	L3	002	MUSIC	25B	VILLAGE		038	EDUCATION	29B	SFF	STA	001	GAME
23B	DEMO	1	005	DISK UTIL	24B	COUNT	L4	002	MUSIC	25B	WOODS		038	EDUCATION	29B	SS		001	GAME
23B	DEMO	2	002	DISK UTIL	24B	COUNT	L5	002	MUSIC	26A	LABELMAK	ER	N/A	PRINT DRIV	29B	SS	STA	001	GAME
23B	DEMO	3	002	DISK UTIL	24B	COUNT	L6	002	MUSIC	27A			000	DISK UTIL	29B	TEAMEDIT		015	TEXT OR DOC
23B	DEMO	3A	002	DISK UTIL	24B	COUNT	L7	002	MUSIC	27A			000	DISK UTIL	29B	TEAMLIST		008	TEXT OR DOC
23B	PROTEX		030	DISK UTIL	24B	DO	SYS	004	MUSIC	27A			000	DISK UTIL	29B	TEAMLIST 2		008	GAME
23B	UNLOCKER		031	DISK UTIL	24B	FREE SEC	TOR	015		27A			000	DISK UTIL	29B	TSTATS		021	TEXT OR DOC
23B	VNTMAINT		099	DISK UTIL	24B	INTRO		098	EDUCATION	27A	Dis k		000	DISK UTIL	30A	CANNON		024	GAME
24A	A17800	MAP	001	EDUCATION	24B	KEY		047	MUSIC	27A	This		000	DISK UTIL	30A	CIVILWAR		073	GAME
24A	A17829	MAP	005	EDUCATION	24B	KEY	L1	001	MUSIC	27A	"Boot"		000	DISK UTIL	30A	CONVOY		150	GAME
24A	A18050	MAP	009	EDUCATION	24B	KEY	L2	001	MUSIC	27A	ATARI		000	DISK UTIL	30A	DUEL		022	GAME
24A	A18184	MAP	004	EDUCATION	24B	KEY	L3	001	MUSIC	27A	Please		000	DISK UTIL	30A	FREE SEC	TOR	003	
24A	A23789	MAP	002	EDUCATION	24B	KEY	L4	001	MUSIC	27A	TRANSLAT	OR	000	DISK UTIL	30A	LANDING	SIM	044	GAME
24A	A23789B	MAP	004	EDUCATION	24B	KEY	L5	001	MUSIC	28A	COPY32	COM	056	DISK UTIL	30A	MENU	BAS	023	UTILITY
24A	A24039	MAP	008	EDUCATION	24B	KEY	L6	001	MUSIC	28A	DISKFIX	COM	057	DISK UTIL	30A	REACTOR	GAM	076	GAME
24A	A8192	MAP	003	EDUCATION	24B	KEYSIG		056	MUSIC	28A	RAMDISK	COM	001	DISK UTIL	30A	STARWARP		150	GRAPHICS
24A	A8192B	MAP	003	EDUCATION	24B	KEYSIG	L1	001	MUSIC	28A	SETUP		001	DISK UTIL	30B	BARICADE		022	GAME
24A	A8196	MAP	002	EDUCATION	24B	KEYSIG	L2	001	MUSIC	28A	SETUP	COM	001	DISK UTIL	30B	BATTLEFI	ELD	061	GAME
24A	A8199	MAP	004	EDUCATION	24B	KEYSIG	L3	001	MUSIC	29A	COMMANDS		046	TEXT OR DOC	30B	CASTLE		088	GAME
24A	A8203	MAP	004	EDUCATION	24B	KEYSIG	L4	001	MUSIC	29A	SC3		128	TEXT OR DOC	30B	FUTRTANK	BAS	070	GAME



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29A	SC4		049	TEXT OR DOC	30B	KNIGHT	BAS	089	GAME	38B	HANGQUOT		064	GAME	39A	NOTEPRAT		055	DEMO
29A	SPEEDSCR	DOC	118	TEXT OR DOC	30B	MENU	BAS	023	UTILITY	38B	CONCEN	BO1	038	GAME	39A	RANDOM	WD	007	DEMO
29A	TEST		001	TEXT OR DOC	30B	SCHASE	BAS	046	GAME	38B	REVERSI	BAS	046	GAME	39A	KYBDNOTE		012	DEMO
29B	BB		001	GAME	30B	TANKS	BAS	024	GAME	38B	SUPERCHS	BAS	046	GAME	39A	ORGAN		015	DEMO
29B	BB	STA	001	GAME	30B	TITAN32K	BAS	034	GAME	39A	DESIGN3D		009	GRAPHICS	39A	MERRYCHR		091	DEMO
29B	CIB		001	GAME	30B	TITAN32K	PT2	093	GAME	39A	FLAG		010	DEMO	39A	POLARGR		008	DEMO
26B	BLAZINGP	ADD	N/A		35A	GROUP	GAM	149	GAME	39A	FLASHBOX		006	DEMO	39A	POWER2		011	DEMO
31A	A		109	DATAFILE	35A	FREE SEC	TOR	011		39A	FLIES		003	DEMO	39A	ATARI400		044	DEMO
31A	MCDANIEL	DAT	001	DATAFILE	35B	MENU	BAS	023	UTILITY	39A	HORSE		049	DEMO	39A	LOGO		007	DEMO
31B	FIREWORK		011	DEMO	35B	MATCHES		016	GAME	39A	FLOWERS		010	DEMO	39B	MENU	BAS	023	UTILITY
31B	MESSAGE		002	DEMO	35B	TAXMAN		038	GAME	39A	LONGDES		003	DEMO	39B	LOGO		007	DEMO
31B	FW	2	009	DEMO	35B	DEVILS	CAV	051	GAME	39A	MTQUICK		009	DEMO	39B	LOGO	CHR	009	DEMO
31B	FIREWORK	BAK	011	DEMO	35B	STRATEGO		064	GAME	39A	ONELINER		006	DEMO	39B	DICEROLL		006	DEMO
31B	MEMSCOPE		008	DEMO	35B	WUMPUS		034	GAME	39A	RAINBOW	COL	004	DEMO	39B	DULCIMER		014	DEMO
32A	SCOPY	SYS	021	DISK UTIL	35B	HAMURABI		035	GAME	39A	REDHNT	BLU	003	DEMO	39B	MARQUE	BO1	016	DEMO
32B	MACH	SYS	036	DISK UTIL	35B	KIDNAP		185	GAME	39A	SEAGULL		012	DEMO	39B	MARQUE2	BO1	019	DEMO
32B	MACHCP	SYS	050	DISK UTIL	35B	SIMON	BO1	034	GAME	39A	SINEWAVE		010	DEMO	39B	OCTADRAW	BO1	016	DEMO
32B	MACHGN	SYS	008	DISK UTIL	35B	FREE SEC	TOR	026		39A	SINE		005	DEMO	40A	MENU	BAS	023	UTILITY
32B	RAMXL	ASM	060	UTILITY	36A	MENU	BAS	023	UTILITY	39A	THREEDS	SND	023	DEMO	40A	KILL		023	GAME
32B	RAMXL	ACT	037	UTILITY	36A	DOCTOR		079	GAME	39A	SHADING	BOX	007	DEMO	40B	MENU	BAS	023	UTILITY
32B	RAMXL	BAS	011	UTILITY	36A	CAVE	BAS	097	GAME	39A	FUGUE		042	DEMO	40B	REVERTER		009	UTILITY
32B	TEXT	DAT	006	TEXT OR DOC	36A	NIM		016	GAME	39A	MESSIAH		050	DEMO					
33A	MENU	BAS	023	UTILITY	36A	QUEST1	BAS	134	GAME	41A	DATABASE		115	DATA BASE	42A	ATASCI		098	UTILITY
33A	HAWKMEN	BAS	065	GAME	36A	DUNGEON		130	GAME	41A	INFLATON		008	UTILITY	42A	DRAW		008	UTILITY
33A	FROGS		014	GAME	36A	LEYTE		094	GAME	41A	CHARGEN		077	UTILITY	42A	CIRCLES		011	UTILITY
33A	BIO		036	GAME	36A	FREE SEC	TOR	021		41A	DOTBAR	GEN	005	UTILITY	42A	PMG		008	UTILITY
33A	GRUBS2		071	GAME	36B	MENU	BAS	023	UTILITY	41A	MENU	BAS	023	UTILITY	42A	PMG	MAC	019	UTILITY
33A	BUGS	DEC	056	GAME	36B	SABOTAGE	TXI	138	TEXT OR DOC	41A	TIMER	ALM	018	UTILITY	42A	ROSE		012	UTILITY
33A	ISLANDJP	BAS	031	GAME	36B	CAKEADVE	NTR	086	GAME	41A	STRING	SRT	010	UTILITY	42A	SOUNDSTK		011	UTILITY
33A	ROUNDUP	BAS	081	GAME	36B	MILLIONA	IRE	103	GAME	41A	BINARY		012	UTILITY	42A	COLORSTK		007	UTILITY
33A	CASTLE	BAS	077	GAME	36B	STOCKS		001	GAME	41A	HEXDEC	CON	014	UTILITY	42A	GRAFIX1		012	UTILITY
33A	ZURK	BAS	069	GAME	36B	STOCKS2		181	GAME	41A	POLORDRW		017	UTILITY	42A	GRAFIX2		028	UTILITY
33B	MENU	BAS	023	UTILITY	36B	FREE SEC	TOR	013		41A	OCTADRAW		016	UTILITY	42A	PLOT		007	UTILITY
33B	STATES	BO2	062	EDUCATION	37A	BOMBARD		064	GAME	41A	TALKCOMP		031	UTILITY	42A	GRAPH2		024	UTILITY
33B	ATRAIN	DEC	068	EDUCATION	37A	MISSILE1		054	GAME	41A	PROCESS	GR	098	UTILITY	42A	VIDEO		014	UTILITY
33B	ZODIC	BAS	028	EDUCATION	37A	LUNAR		027	GAME	41A	BLKBOX		014	UTILITY	42A	ARTIFACT	BAS	004	UT
33B	HUNTED	BAS	030	EDUCATION	37A	METSTORM		030	GAME	41A	SCREEN	DRW	007	UTILITY	42A	ANIMATED	BAS	018	UT
34A	MENU	BAS	023	UTILITY	37A	TRENCH		092	GAME	41A	SCREENPT		009	UTILITY	42A	PMMASK	BAS	007	UTILITY
34A	MAZE3D		060	GAME	37A	STARTREK		057	GAME	41A	SOUND	COL	008	UTILITY	42A	GTIATEXT		005	UTILITY
34A	CANNIBAL		086	GAME	37A	STAR		149	GAME	41A	TIMESQR		016	UTILITY	42A	SXDX	BAS	006	UTILITY
34A	ENGINEER	BAS	045	GAME	37A	ORBIT2		012	GAME	41A	TERMINAL		016	UTILITY	42A	GSHADES	9	004	UTILITY
34A	LANDER		078	GAME	37A	LANDER	HOU	049	GAME	41A	WRTDRW	GR8	013	UTILITY	42A	GTIAMLCL		009	UTILITY
34B	MENU	BAS	023	UTILITY	37A	MENU	BAS	023	UTILITY	41A	JUSTIFY		027	UTILITY	42A	SUPRFONT	PLS	093	UTILITY
34B	ARTILL	BO1	033	GRAPHICS	37A	FREE SEC	TOR	019		41A	AMORTIZE		061	UTILITY	42A	CHLOAD	BAS	003	UTILITY
34B	NUKE	BO1	110	GAME	37B	MENU	BAS	023	UTILITY	41A	DISKWR		009	UTILITY	42A	GTIA2		039	UTILITY
34B	SUPERSUB	BAS	125	GAME	37B	ALIEN	SS	057	GAME	41B	MENU	BAS	023	UTILITY	42A	FREE SEC	TOR	004	
34B	DCHARGE		021	GAME	37B	ALIEN		039	GAME	41B	FAST	DRW	022	GRAPHICS	42B	MENU	BAS	023	UTILITY
34B	HEARTS	BAS	036	GAME	37B	STARDSTR		046	GAME	41B	TTEST		037	UTILITY	42B	DISKTEST		012	DISK UTIL
35A	MENU	BAS	023	UTILITY	37B	GALLERY		030	GAME	41B	CORRCOEF		025	UTILITY	42B	THHESTLO	BAS	013	UTILITY
35A	ORBITS		009	GAME	37B	BOMBERS		023	GAME	41B	CONTENT8		023	UTILITY	42B	KLSCOPE	9	006	UTILITY
35A	SLEUTH		026	GAME	37B	MOBSTERS		033	GAME	41B	HEXDUMP		010	SCREEN DUMP	42B	GFILECRT	BAS	008	UTILITY
35A	CODEMSTR		039	GAME	37B	DARKSTAR		034	GAME	41B	ALPHDUMP		011	SCREEN DUMP	42B	GCOLSCRL	LST	001	UTILITY
35A	TOWN	ADV	071	GAME	37B	LUNAR	JUN	047	GAME	41B	DECDMP		010	SCREEN DUMP	42B	VNTMAINT		099	UTILITY
35A	COOTIE		053	GAME	37B	LUNLANDR		067	GAME	41B	BUILD2		013	UTILITY	42B	UNLOCKER		031	UTILITY
35A	CLEWSO		047	GAME	37B	INVADER		031	GAME	41B	TAPEDUPE		026	DEMO	42B	PROTEX		030	UTILITY
35A	DOGBITE		064	GAME	37B	MOONLAND		035	GAME	41B	TAPEDISK		034	DISK UTIL	42B	SCRIPTOR		126	UTILITY
35A	ELEC		091	GAME	37B	NVADERS	INS	023	GAME	41B	RENUMBER		062	UTILITY	42B	MUSIC	DOC	075	UTILITY
35A	TREASURE		043	GAME	37B	NVADERS	MSB	021	GAME	41B	MEMMAP		008	UTILITY	42B	R60		013	UTILITY
35A	GROUP	GAM	149	GAME	37B	BARRAGE	BAS	064	GAME	41B	SYSTAT		030	UTILITY	42B	FONTEDIT		038	UTILITY
35B	MENU	BAS	023	UTILITY	37B	FREE SEC	TOR	010		41B	SKETCH		036	UTILITY	42B	COLORMIX		015	UTILITY
35B	SMASH		033	GAME	38A	MENU	BAS	085	UTILITY	41B	SUPRCUBE	2	044	UTILITY	42B	OPAMP		064	UTILITY
35B	MATCHES		016	GAME	38A	YAHTDAT		038	GAME	41B	TAPEDUMP		011	DISK UTIL	42B	COLUMN80		072	UTILITY
35B	TAXMAN		038	GAME	38A	FREE SEC	TOR	503		41B	FRIENDLY	KEY	010	UTILITY	42B	FREE SEC	TOR	000	
35B	DEVILS	CAV	051	GAME	38B	MENU	BAS	023	UTILITY	41B	ERMSG	NTR	005	UTILITY	43A	HELLO		006	UTILITY
35B	STRATEGO		064	GAME	38B	CONCENTR	BAS	053	GAME	41B	ERTRAP	RTN	015	UTILITY	43A	M		024	UTILITY
35B	WUMPUS		034	GAME	38B	GOMOKO		035	GAME	41B	EXAMINE	UTL	020	UTILITY	43A	INDEX40K	BAS	095	UTILITY
38B	MILBORNE		082	GAME	39A	OLDGLORY		053	DEMO	41B	QUESTION	FMT	031	UTILITY	43A	INDEX24K	BAS	064	UTILITY
38B	BLOCKADE		089	GAME	39A	MENU	BAS	023	UTILITY	41B	TIMECLOCK		010	UTILITY	43A	INDEXHELP	BAS	008	UTILITY
38B	TUNEIN		056	GAME	39A	POLORDRW		017	DEMO	41B	MEMDUMP	MAR	022	SCREEN DUMP	43A	DISK	CAT	001	UTILITY
38B	PIAZZA	BAS	064	GAME	39A	COUNTSQ		014	DEMO	41B	ROMANCLK	RD	032	UTILITY	43B	START		109	UTILITY

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DISK#	NAME	XTEN	SIZE	FILETYPE	DISK#	NAME	XTEN	SIZE	FILETYPE	DISK#	NAME	XTEN	SIZE	FILETYPE	DISK#	NAME	XTEN	SIZE	FILETYPE
41B	PLOTFUNC		020	UTILITY	43B	AMODEM	DOC	037	TERMINAL	50A	DESTROYR	PIC	042	PICTURE	52A	ALLPTAG	CPY	012	PRINT DRIV
41B	DSKPRINT		012	PRINT DRIV	43B	AUTODIAL		055	TERMINAL	52A	ATARI800	SS	018	PRINT DRIV	54B	NPC		162	GAME
41B	CLOAD	AUT	002	DISK UTIL	43B	JTERM		061	TERMINAL	52A	CLUBTAG	CPY	008	PRINT DRIV	54B	NPC2		082	GAME
42A	MENU	BAS	023	UTILITY	43B	MINITERM		009	TERMINAL	52A	COLORLST	BAS	021	PRINT DRIV	54B	PC		028	GAME
42A	TINYTEXT	NOV	055	UTILITY	43B	MJTERM		088	TERMINAL	52A	LABELPLT	BAS	017	PRINT DRIV	55A	FREE SEC	TOR	558	
42A	MICRO	EDI	041	UTILITY	43B	PHONEDIR		019	TERMINAL	52A	MAGICLTN	BAS	069	PRINT DRIV	55A	SPEDCALC		070	SPREAD SHEET
42A	DOSMOD	BAS	014	DISK UTIL	43B	BOOT850		025	TERMINAL	52A	MICKEYMS	PIC	009	PICTURE	55B	AMODEM	DOC	037	TERMINAL
42A	ERRTRAP		025	UTILITY	43B	DISK	CAT	001	UTILITY	52A	OMNIAMSP	BIN	023	PRINT DRIV	55B	AUTODIAL		055	TERMINAL
42A	FILEDUMP	HEX	011	SCREEN DUMP	43B	FREE SEC	TOR	147		52A	PLOTDUMP	BAS	037	PRINT DRIV	55B	BOOT850		025	TERMINAL
42A	ATASCII		098	UTILITY	44A	CONVSONG		062	MUSIC	52A	PLOTGRAF	BAS	022	PRINT DRIV	55B	DISK	CAT	001	UTILITY
42A	DRAW		008	UTILITY	44A	PLAYSONG		024	MUSIC	52A	READTHIS	TXT	021	TEXT OR DOC	55B	FREE SEC	TOR	147	
44A	LISTNUM		037	MUSIC	50A	BARN	PIC	019	PICTURE	52A	SHUTTLE	SS	007	PRINT DRIV	55B	JTERM		061	TERMINAL
44A	FIXNUM		039	UTILITY	50A	BIKINI	PIC	032	PICTURE	52A	SOLIDSTS	BAS	066	PRINT DRIV	55B	JTERM	DOC	071	TEXT OR DOC
44A	FASTFLSH		009	UTILITY	50A	BIRDMAN	PIC	049	PICTURE	52A	TIEFITER	SS	013	PRINT DRIV	55B	MINITERM		009	TERMINAL
44A	MENU	BT	016	UTILITY	50A	BOX4	PIC	040	PICTURE	52A	VULCAN	SS	005	PRINT DRIV	55B	MJTERM		088	TERMINAL
44A	KEYBOARD	BT	099	MUSIC	50A	DESTROYR	PIC	042	PICTURE	52A	XWING	SS	014	PRINT DRIV	55B	PHONEDIR		019	TERMINAL
44A	BRANDLP	BT	105	UTILITY	50A	EYE	PIC	020	PICTURE	52A	ZPDES	TXT	005	TEXT OR DOC	55B	START		109	UTILITY
44A	TEXTGR	BT	106	UTILITY	50A	FIGMEN	PIC	042	PICTURE	52A	ZPLOTTER	BAS	048	PRINT DRIV	56A	EMDDAT		010	TEXT OR DOC
44A	GRAPHICS	BT	095	GRAPHICS	50A	GADGET	PIC	022	PICTURE	53A	FACE P.S	GR	N/A	GRAPHICS	56A	EMDDOC		022	TEXT OR DOC
44A	RCL		115	UTILITY	50A	GRIMM	PIC	025	PICTURE	53B	BLOCK	NLQ	012	GRAPHICS	56A	EMDIAGAD		010	UTILITY
44B	STRIPES		003	UTILITY	50A	HUDSON	PIC	034	PICTURE	53B	DAISYDOT	DOC	115	TEXT OR DOC	56A	EMDXTX		074	TEXT OR DOC
44B	HALF		003	UTILITY	50A	JELLO	PIC	012	PICTURE	53B	FACE P.S	.GR	N/A	GRAPHICS	56A	FREE SEC	TOR	431	
44B	STRANGE		004	UTILITY	50A	JESUS	PIC	010	PICTURE	53B	FEATURES	TXT	010	TEXT OR DOC	56A	GENEMDE		069	UTILITY
44B	BINANAL		021	UTILITY	50A	LANTERN3	BAS	001	PICTURE	53B	MX	CNF	001	UTILITY	56B	EMDIAG	ADR	013	DISK UTIL
44B	SORT		022	UTILITY	50A	MYTH	PIC	023	PICTURE	53B	OHIO	NLQ	013	GRAPHICS	56B	EMDIAG	DAT	011	DATA BASE
44B	SETVADR		008	UTILITY	50A	WOMAN	PIC	019	PICTURE	53B	RAMDISK	COM	009	DISK UTIL	56B	EMDIAG	DOC	022	TEXT OR DOC
44B	EDITOR		042	UTILITY	50A	MAX	PIC	035	PICTURE	53B	ROMAN	NLQ	013	GRAPHICS	56B	FREE SEC	TOR	450	
44B	SOUND	DEV	043	MUSIC	50A	FREE SEC	TOR	069		53B	SANSERIF	NLQ	012	PRINT DRIV	56B	MACH	SYS	106	DISK UTIL
44B	DEMO1		019	DEMO	50B	SUPERDMP		089	PIC DUMP	53B	SCRIPT	NLQ	014	PRINT DRIV	56B	MACHDOS	DOC	055	TEXT OR DOC
44B	DEMO2		015	DEMO	50B	COSINE	SCR	063	PICTURE	53B	STAR	CNF	001	UTILITY	57A	DICEGAME		042	GAME
44B	DEMO3		023	DEMO	50B	EINSTEIN	PIC	062	PICTURE	54A	ATOMS	OBJ	010	GAME	57A	FREE SEC	TOR	013	
44B	TIMER		040	UTILITY	50B	CAR	PIC	062	PICTURE	54A	BRDS	OBJ	025	GAME	57A	KENO		184	GAME
44B	ORGAN		033	MUSIC	50B	ATTORUN	SYS	043	PICTURE	54A	CRANE	OBJ	014	GAME	57A	KENOINS		109	GAME
44B	ROCKET		038	UTILITY	50B	ATRISMCR	PNT	001	PICTURE	54A	DISK	CAT	001	UTILITY	57A	MENU	BAS	023	UTILITY
44B	MATHPRNT		030	UTILITY	50B	MNS	PIC	025	PICTURE	54A	INSTRUCT		001	GAME	57A	RUSSIANR	OUL	012	GAME
4B	TWENTYQU		010	UTILITY	50B	GIZMO	PIC	015	PICTURE	54A	INSTRUCT	DAT	029	GAME	57A	SLOTMACH		073	GAME
4B	FIREFLYS		020	UTILITY	50B	BHNG	PIC	020	PICTURE	54A	INSTRUCT	OBJ	004	GAME	57A	SLOTMACH	BAS	018	GAME
44B	DISK	CAT	001	UTILITY	50B	SPIDEY	PIC	016	PICTURE	54A	LIFE	OBJ	010	GAME	57A	SLOTS		051	GAME
45A	MOONLIT3		167	MUSIC	50B	FREE SEC	TOR	207		54A	LIFEA	DAT	031	GAME	57A	SOLITARE		090	GAME
45A	FURELISE		057	MUSIC	51A	COSINE	SCR	063	PICTURE	54A	LIFEB	DAT	031	GAME	57B	BLACKJAC	BAS	040	GAME
45A	PATHETI3		117	MUSIC	51A	DUKE	PIC	051	PICTURE	54A	LIFEC	DAT	031	GAME	57B	FIVECARD	BAS	095	GAME
45A	BACHF5DM		032	MUSIC	51A	EAGLE	PIC	022	PICTURE	54A	MENU		008	UTILITY	57B	FREE SEC	TOR	128	
45A	BACHP5DM		032	MUSIC	51A	EINSTEIN	PIC	062	PICTURE	54A	RACETRAP	OBJ	023	GAME	57B	GAMBLER	BAS	164	GAME
45A	BACHF1CM		030	MUSIC	51A	FREE SEC	TOR	032		54A	ROADRACE	OBJ	021	GAME	57B	HEARTS	BAS	036	GAME
45A	BACHPFAM P		014	MUSIC	51A	JT	PIC	024	PICTURE	54A	ROBOT	OBJ	013	GAME	57B	MENU	BAS	023	UTILITY
45A	BACHPFAM F		033	MUSIC	51A	KHAN	PIC	045	PICTURE	54A	SKIER	OBJ	010	GAME	57B	SLOTS	BAS	060	GAME
45A	BACHJESU		042	MUSIC	51A	LIFE	PIC	029	PICTURE	54A	STLOUIS1		006	GAME	57B	SOLITAIR	E	080	GAME
45A	PRELUDE		030	MUSIC	51A	MICKEY2	PIC	010	PICTURE	54A	TIMEBOMB	OBJ	015	GAME	58A	BANKING		029	HOUSEHOLD
45A	FINGALS		012	MUSIC	51A	MODEL	PIC	036	PICTURE	54B	DUNGEON		009	GAME	58A	BIRTHDAY	DSK	016	HOUSEHOLD
45A	PLAYER	AMS	022	MUSIC	51A	MOONSET	PIC	034	PICTURE	54B	DWARF		037	GAME	58A	BUSINESS		199	HOUSEHOLD
45A	DISK	CAT	001	MUSIC	51A	NASA	PIC	019	PICTURE	54B	ELF		038	GAME	58A	CALENDAR	BO1	016	HOUSEHOLD
46A	SETUP	COM	070	TERMINAL	51A	STARHARS	PIC	028	PICTURE	54B	GNOME		038	GAME	58A	CFAIR	MK	115	HOUSEHOLD
46A	AUTODIAL	NUM	011	TERMINAL	51A	SUPERB30	BAS	115	PIC DUMP	54B	HAFING		036	GAME	58A	CHECKBOK		017	HOUSEHOLD
46A	AMODEM72	BAS	189	TERMINAL	51A	VADER	PIC	029	PICTURE	54B	HAFORC		036	GAME	58A	FILEINDX		097	HOUSEHOLD
46A	AUTGEN72	BAS	074	TERMINAL	51B	ARTIST	PIC	035	PICTURE	54B	HALFEL		037	GAME	58A	FREE SEC	TOR	001	
46A	AMODEM72	DOC	130	TERMINAL	51B	CABIN	MIC	052	PICTURE	54B	HUMAN		038	GAME	58A	INVENTOR	RD	021	HOUSEHOLD
46A	RAMDISK	COM	009	TERMINAL	51B	DANJURO	PIC	024	PICTURE	54B	KARACTER		096	GAME	58A	LISTFILE		010	HOUSEHOLD
47A	GRAPH LI	BRA	N/A	GRAPHICS	51B	FUJI	PIC	038	PICTURE	54B	NPC		162	GAME	58A	MENU	BAS	023	UTILITY
47B	GRAPH LI	BRA	N/A	GRAPHICS	51B	IKYOH	PIC	013	PICTURE	54B	NPC2		082	GAME	58A	SAVLOAN		018	HOUSEHOLD
48A	PRINTSHO	PLI	N/A	GRAPHICS	51B	JT	PIC	024	PICTURE	54B	PC		028	GAME	58B	DIRECTRY	BO1	003	PRINT DRIV
48B	PRINTSHO	PLI	N/A	GRAPHICS	51B	MENCIL	ACT	067	PICTURE	54B	STLOUIS3		005	GAME	58B	DISKDUMP	BO1	061	PRINT DRIV
49A	PRINTSHO	PLI	N/A	GRAPHICS	51B	MENU		077	UTILITY	58B	LINEPRO	BO1	039	PRINT DRIV	60B	FREE SEC	TOR	118	
49B	PRINTSHO	PLI	N/A	GRAPHICS	51B	MPENCIL	BAS	068	PICTURE	58B	LPDIR		007	PRINT DRIV	60B	GG		006	UTILITY
50A	DUMPTRUC	PIC	019	PIC DUMP	51B	NATSU	PIC	011	PICTURE	58B	MENU	BAS	023	UTILITY	60B	GRAFIX1		012	UTILITY
50A	ALIEN	PIC	045	PICTURE	51B	PICDUMP	BAS	066	PIC DUMP	58B	MX80	DEC	029	PRINT DRIV	60B	GRAFIX2		028	UTILITY
50A	BEETLE	PIC	032	PICTURE	51B	SPACE	MIC	052	PICTURE	58B	PLOT	825	073	PRINT DRIV	60B	GRAPH1		016	UTILITY
50A	BARN	PIC	019	PICTURE	51B	TEXTDUMP	BAS	008	PIC DUMP	58B	PLOT825		072	PRINT DRIV	60B	GRAPH2		024	UTILITY
50A	BIKINI	PIC	032	PICTURE	51B	WICO	MIC	052	PICTURE	58B	PRINTTEST		005	PRINT DRIV	60B	GRAPHIC	001	027	UTILITY
50A	BIRDMAN	PIC	049	PICTURE	52A	ACCDPLOT	BAS	041	PRINT DRIV	59A	AUTODIAL		004	TERMINAL	60B	JOYWRITE		020	UTILITY
50A	BOX4	PIC	040	PICTURE	52A	ADJSTP	SS	010	PRINT DRIV	59A	DNLOAD		012	TERMINAL	60B	MENU	BAS	023	UTILITY

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59A	MENU	BAS	023	UTILITY	60B	PLAYER	B01	048	UTILITY	64A	TEXT	000	002	TEXT OR DOC	51B	WICO	MIC	052	PICTURE
59A	MJTERM		088	TERMINAL	60B	SCENE	BAS	017	UTILITY	65A	MENU		034	UTILITY	51B	MENCIL	ACT	067	PICTURE
59A	MJTERM	INS	071	TERMINAL	60B	STATCOMP	BAS	033	UTILITY	65A	MONOPOLY	BAS	219	GAME	51B	MPENCIL	BAS	068	PICTURE
59A	MODEM		018	TERMINAL	60B	TEXT		041	UTILITY	65A	DISK	CAT	001	UTILITY	51B	ARTIST	PIC	035	PICTURE
59A	MODEM	MAR	020	TERMINAL	60B	ULTRACUB		044		65A	MILLBORN	BAS	088	GAME	51B	FREE SEC	TOR	000	
59A	REC	MAC	006	TERMINAL	61A	MENU		034	UTILITY	65A	WHEEL	BAS	079	GAME	53B	RAMDISK	COM	009	DISK UTIL
59A	REC	MDM	005	TERMINAL	61A	GOODLABL		019	PRINT DRIV	65A	WDSEARCH	BAS	081	GAME	53B	BLOCK	NLQ	012	GRAPHICS
59A	SEND	MAC	005	TERMINAL	61A	PRTRMENU		026	PRINT DRIV	65A	KISMET	BAS	087	GAME	53B	OHIO	NLQ	013	GRAPHICS
59A	SEND	MDM	005	TERMINAL	61A	FORMATTR	BAS	011	PRINT DRIV	66A	SONGS		017	MUSIC	53B	SANSERIF	NLQ	012	PRINT DRIV
59A	SETAUTO		025	TERMINAL	61A	UNDELETE	BAS	019	PRINT DRIV	66A	RUSSIAN		050	MUSIC	53B	SCRIPT	NLQ	014	PRINT DRIV
59A	TELEPHON	DIR	054	TERMINAL	61A	STARLIB	TWD	015	PRINT DRIV	66A	FUGUE2		045	MUSIC	53B	DAISYDOT	DOC	115	TEXT OR DOC
59A	TERMINAL		014	TERMINAL	61A	STRIPPER	RET	005	PRINT DRIV	66A	GARDEN		096	MUSIC	53B	FEATURES	TXT	010	TEXT OR DOC
59A	TNUMBERS		020	TERMINAL	61A	DISKCOPY	130	007	DISK UTIL	66A	HILLST		082	MUSIC	53B	FREE SEC	TOR	197	
59A	UPDNLOAD		024	TERMINAL	61A	DISKCPY2	130	009	DISK UTIL	66A	MUSICBOX		017	MUSIC	69B	RAMDISK	COM	001	DISK UTIL
59A	UPL		012	TERMINAL	61A	DSKCPY1M	130	008	DISK UTIL	66A	INVENTIO		030	MUSIC	69B	SETUP	COM	070	DISK UTIL
59A	UPL1		015	TERMINAL	61A	MASTERDR	BAS	048	PRINT DRIV	66A	MISSION		039	MUSIC	69B	COPY32	COM	056	DISK UTIL
59A	UPLOAD		023	TERMINAL	61A	MASTERDR	BAK	048	PRINT DRIV	66A	TBELLS		054	MUSIC	69B	DISKFIX	COM	057	DISK UTIL
59B	BIRTHDAY		027	HOUSEHOLD	61A	COPY2	130	009	DISK UTIL	66A	FLOWERS		043	MUSIC	69B	LANTERN		035	DISK UTIL
59B	LOANS	B01	052	BUSINESS	61A	MANYLABL		020	PRINT DRIV	66A	OVERTURE		043	MUSIC	69B	FILECOPY	BAS	043	DISK UTIL
59B	MENU	BAS	023	UTILITY	61A	FREE SEC	TOR	336		66A	THEEND		012	MUSIC	69B	DRAGON	BAS	001	GAME
59B	PHONBOOK		030	HOUSEHOLD	62A	INTEDIT		088	PRINT DRIV	66A	CREDITS		005	MUSIC	69B	RMTALK	BAS	031	DISK UTIL
59B	TUPHWARE		112	BUSINESS	62A	DISK	LBL	007	PRINT DRIV	66A	FUGUE		043	MUSIC	69B	DEMO	BAS	021	DEMO
60A	BINLOADC		021	UTILITY	62A	FORTHUT	PRT	003	PRINT DRIV	66A	PUFF		031	MUSIC	69B	TALKSMPL	DAT	001	DATA BASE
60A	BINLOADD		019	UTILITY	62A	FORTH	PRT	003	PRINT DRIV	66A	THESTING		026	MUSIC	69B	SLCCBLKJ	OBJ	081	GAME
60A	CHIMECLK		023	UTILITY	62A	SCOPY	PRT	003	DISK UTIL	66A	ROWBOAT	BAS	029	MUSIC	69B	MENU		017	UTILITY
60A	CROSSREF		037	UTILITY	62A	STRING	PRT	004	PRINT DRIV	66B	MORSE		102	MUSIC	70A	RAMDISK	COM	009	DISK UTIL
60A	CSEARCH		010	UTILITY	62A	SETUP		019	PRINT DRIV	66B	GUESSNUM		068	MUSIC	70A	EASYINIT		008	DATA BASE
60A	DATAGEN		015	UTILITY	62A	SDUMP	TMP	006	PRINT DRIV	66B	MULTIPLY		068	MUSIC	70A	EASYFIND		138	DATA BASE
60A	DCHECK		027	UTILITY	62A	DISKLBL	2	008	PRINT DRIV	66B	REMAINDR		085	MUSIC	70A	FREE SEC	TOR	471	
60A	DEMO80		009	DEMO	62A	PRTYPRT		062	PRINT DRIV	66B	MENU		010	UTILITY	70B	ERROR CH	ECK	N/A	
60A	DISKPEEK		038	UTILITY	62A	WOOF		077	PRINT DRIV	67A	PHONE	LST	003	TERMINAL					
60A	DUPL	B01	036	UTILITY	62A	DISK		035	PRINT DRIV	68A	MEM	SAV	045	UTILITY					
60A	ENERGY		138	UTILITY	62A	LBLPRT	STA	036	PRINT DRIV	68A	MENU		017	UTILITY					
60A	FILEREAD		015	UTILITY	62A	CALNDAR		036	PRINT DRIV	68A	MAGICLVL	GEN	073	GAME					
60A	MEMDUMP		040	UTILITY	62A	PRTSET	GIM	062	PRINT DRIV	68A	STATADJ	GEN	063	GAME					
60A	MENU	BAS	023	UTILITY	62A	LABEL	5	007	PRINT DRIV	68A	HISTORY	GEN	144	GAME					
60A	MICROTXT	BAS	053	UTILITY	62A	LONGEST		007	PRINT DRIV	68A	MATRIX	GEN	011	GAME					
60A	SDMENU	B01	016	UTILITY	62A	UNDER		008	PRINT DRIV										
60A	SETAUTO		025	UTILITY	62A	CAVE		004	PRINT DRIV										
60A	SOUNDST		008	UTILITY	62A	GIANT		004	PRINT DRIV										
60A	SSEARCH		016	UTILITY	62A	MUSIC		004	PRINT DRIV										
60A	STATISTC	BAS	049	UTILITY	62A	SAM		004	PRINT DRIV										
60A	VOPEN		006	UTILITY	62A	BANNER		029	PRINT DRIV										
60B	BARGRAPH	B01	026	UTILITY	62A	GEMDUMP		072	PRINT DRIV										
60B	CARDS	B01	043	UTILITY	62A	PLAIN		008	PRINT DRIV										
60B	COPY	B01	016	DISK UTIL	62A	SCOPY	AXM	004	PRINT DRIV										
60B	DISKTAPE	B03	035	DISK UTIL	62A	FREE SEC	TOR	001											
60B	DISKTEST	B02	023	DISK UTIL	63A	QMI	HAN	026	TERMINAL										
60B	GG		006	UTILITY	63A	TEN30	HAN	022	TERMINAL										
60B	GRAFIX1		012	UTILITY	63A	EIGHT35	HAN	022	TERMINAL										
60B	GRAFIX2		028	UTILITY	63A	EIGHT50	HAN	022	TERMINAL										
63A	QUICKCOM	COM	068	TERMINAL	68A	MAGICLVL	GEN	073	GAME										
63A	FRIENDLY	QCM	055	TERMINAL	68A	STATADJ	GEN	063	GAME										
63A	BEGINNER	QCM	007	TERMINAL	68A	HISTORY	GEN	144	GAME										
63A	DIAL	QCM	004	TERMINAL	68A	MATRIX	GEN	011	GAME										
63A	CHAT	QCM	005	TERMINAL	68A	METHODV	GEN	059	GAME										
63A	DIALER	QCM	001	TERMINAL	68A	THEFSKIL	GEN	043	GAME										
64A	MENUE	BAS	022	GRAPHICS	68A	CHARSTAT	UTL	065	GAME										
64A	MENUE	OBJ	054	GRAPHICS	68A	MONSTER	XPS	036	GAME										
64A	POP	BAS	076	GRAPHICS	68A	FREE SEC	TOR	000											
64A	POP	OBJ	029	GRAPHICS	69A	COPYMATE	2.2	N/A	DISK UTIL										
64A	PHOTO	OBJ	076	GRAPHICS	51B	MENU	BAS	077	UTILITY										
64A	COL256	OBJ	007	GRAPHICS	51B	TEXTDUMP	BAS	008	PIC DUMP										
64A	PLAN	DAT	016	GRAPHICS	51B	PICDUMP	BAS	066	PIC DUMP										
64A	GRID	DAT	010	GRAPHICS	51B	JT	PIC	024	PICTURE										
64A	SOUND1	BAS	018	GRAPHICS	51B	FUJI	PIC	038	PICTURE										
64A	SOUND2	BAS	014	GRAPHICS	51B	DANJURO	PIC	024	PICTURE										
64A	SOUND3	BAS	022	GRAPHICS	51B	IKYOH	PIC	013	PICTURE										
64A	SOUND4	BAS	019	GRAPHICS	51B	NATSU	PIC	011	PICTURE										
64A	SOUND5	BAS	045	GRAPHICS	51B	CABIN	MIC	052	PICTURE										